BRADYGAMES®
SIGNATURE SERIES GUIDE

TAKE YOUR GAME FURTHER™

COVERS SONY PSP®

SQUARE ENIX

By Phillip Marcus and Elizabeth Ellis

DISSIDIA [duodecim] 012 FINAL FANTASY

TABLE OF CONTENTS

CHARACTERS 2

GAME BASICS 36

STORY MODE

- SCENARIO 012 48
- SCENARIO 013 98
- SCENARIO 000 194

THE LABYRINTH 268

PP CATALOG 280

SUMMONSTONES 286

ARMAMENTS 288

ACCESSORIES 314

SECRETS 330

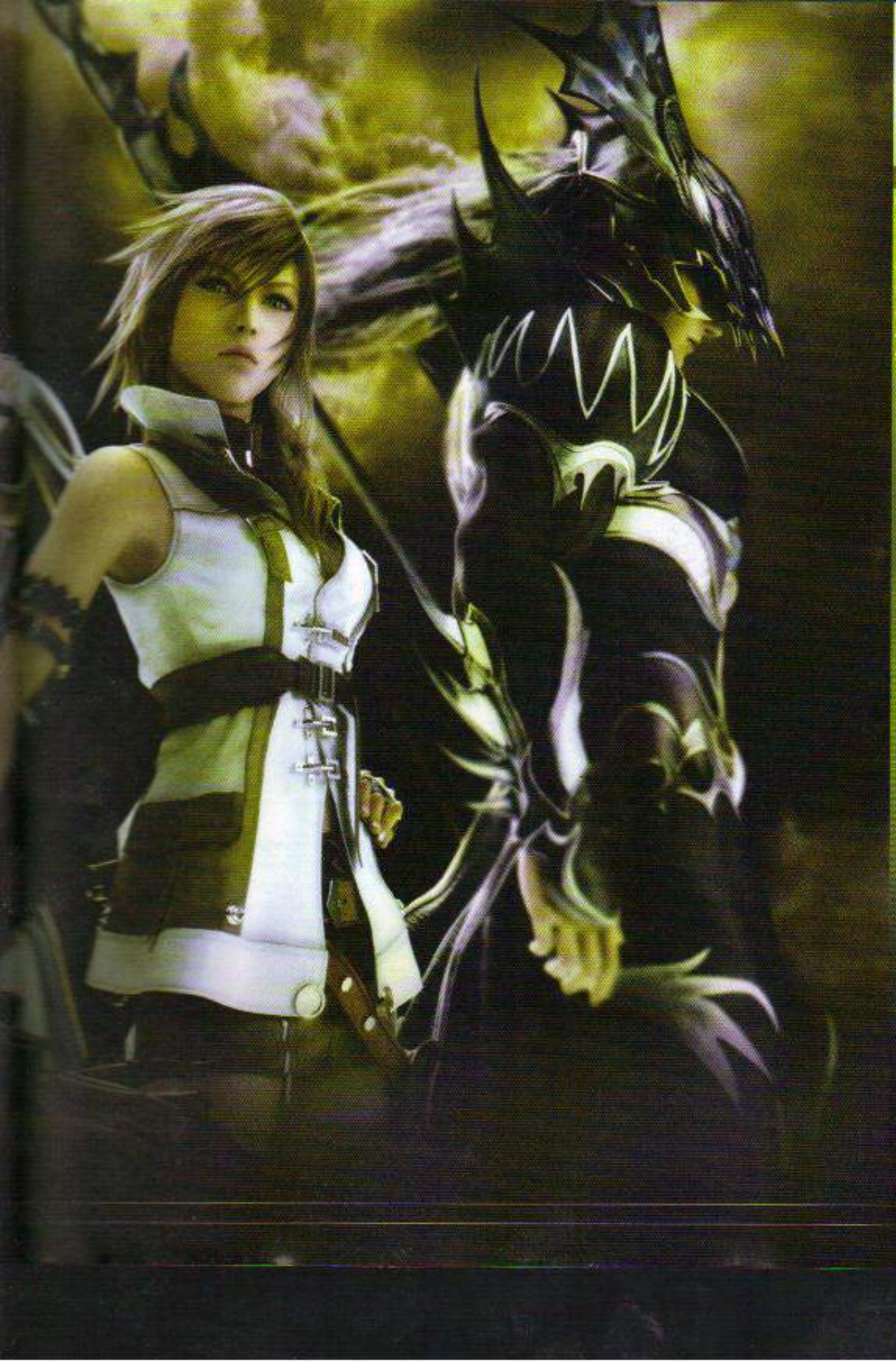
CHARACTERS

The mighty warriors that battle within the world of Dissidia are at your command. Fighting for Cosmos and Chaos, a host of heroes and villains from the long history of Final Fantasy representing every game from Final Fantasy I to Final Fantasy XIII.

Initially, a basic set of Cosmos characters are available for you to play. Completing the various Story Mode scenarios and spending PP in the PP Catalog allows you to unlock other heroes and villains.

Every character in the game can be powered up from level 1, all the way to level 100, learning new attacks and abilities as they do so.

Each character in the game can use different types of weapons and armor, but all can make use of accessories and summons that you acquire while playing the game, and all characters share your inventory — in other words, finding one awesome legendary sword is enough to share with every character who can use swords.



Characters
Game Basics
Story Mode
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

FINAL FANTASY IV

KAIN HIGHWIND

Tactical Striker: Freely moves about in the air to stay above his opponents.

ALTERNATE

EX

ALTERNATE 2

EX MODE

EX BURST

- Dragoon's Pride: The ultimate dragoon jump. Repeatedly press the command displayed on the screen to raise the gauge. The command will change twice at random.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Lancet: Activate with R + ●. Damage dealt is absorbed as HP and immediately recovers spent BRV. Cancel action with Air Dash.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Spiral Blow	1	30	15	100	[Close] Charge at opponent while spinning diagonally upward. Additional Effect: wall rush
	Cyclone (ground)	1	30	15	90	[Long] Launch pockets of air at foe to send upward.
	Lance Burst	19	30	15	100	[Mid] Stab with lance and kick foe. Daal more damage when close. Additional Effect: chase
Air	Lance Barrage	1	30	15	100	[Close] Multiple lance thrusts. Change combo with analog stick. Effects: chase, wall rush
	Crashing Dive	1	30	15	100	[Dive] A spinning charge. Change combo with analog stick. Effects: chase, wall rush
	Celestial Shooter	13	30	15	100	Quick upward lunge. Change combo with analog stick. Effects: chase, wall rush
	Cyclone (midair)	27	30	15	90	[Long] Launch pockets of air at foe to send upward.
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Jump	1	40	20	130	[Close—Long] Pounce on foe. Charge to change its strength. Effects: dodge, wall rush
	Dragon's Fang (ground)	23	30	15	130	[Close] Stab foe with lance. Effective against any height. Additional Effect: wall rush
Air	Gungnir	1	30	15	130	[Mid] Throw energy-infused lance. Flies until hitting stage. Additional Effect: wall rush
	Sky Rave	8	30	15	130	[Dive] Barrel downward with lance until hitting ground. Additional Effect: wall rush
	Dragon's Fang (midair)	31	30	15	130	[Close] Stab foe with lance. Effective against any height. Additional Effect: wall rush
	Rising Drive	36	30	15	130	[Rise] Spin lance charging upward until hitting ceiling. Additional Effect: wall rush
SPECIAL	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**COMMENTS**
EX Mode	Lancet	1	N/A	N/A	N/A	Press R + ● in EX Mode to absorb damage dealt as HP and recover spent bravery.

FINAL FANTASY V

GILGAMESH

Frenzied Swordsman: Strikes foes with a random weapon. Damage dealt is unknown to all.

Gilgamesh is unlocked by completing the battles within Report 08. Finish Scenario 012 and the Prologue of Scenario 013 to unlock Report 08.

ALTERNATE

EX

ALTERNATE 2

EX MODE

EX BURST

- The Greatest Sword: A flurry of attacks using the greatest sword ever known. Select Excalibur to deal great damage. Select Excalipoor to...

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Octo-Break: Wields a weapon in each of his eight arms. Which weapons he wields is unknown until entering EX Mode.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Wind Slash	1	30	15	100	[Long] Launch wind projectiles. Slow speed, long range.
	Cross Slash	1	30	15	100	[Close] Slash foe in a cross pattern. Additional Effect: wall rush
	Dual Thrust	4	30	15	120	[Close] Lunge and stab. Short reach, but quick strike. Additional Effect: chase
	Whirlwind Slash (ground)	24	30	15	120	[Mid] Charge while spinning weapon. Can be done in midair. Additional Effect: chase
Air	Electrocute	1	30	15	120	[Long] Call down lightning strike on foe. Single strike, but long range & effective vs. any height.
	Tsubamegaeshi	1	30	15	100	[Close] Forward roll and slash. Effective against any height. Additional Effect: wall rush
	Double Trouble	16	30	15	120	[Close] Slash in a wide sweep. Short reach, but quick strike. Additional Effect: wall rush
	Whirlwind Slash (midair)	32	30	15	120	[Mid] Charge at foe while spinning weapon. Vertically limited. Additional Effect: chase
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Death Claw	1	30	15	130	[Mid] Charge at and slice foe. Vertically limited, very accurate. Additional Effect: wall rush
	Jump	9	30	15	130	[Dodge] Jump and pounce foe. Move with the analog stick. Additional Effect: dodge
	Rocket Punch	28	30	15	130	[Long] Shoot off a rocket punch at high speed. Additional Effect: wall rush
Air	Sword Dance	1	30	15	130	[Mid] High-speed slashes. Slow, effective vs. any height. Additional Effect: wall rush
	Hurricane	20	30	15	130	[Close] Create a cyclone by spinning rapidly.
	Missile	36	30	15	130	[Long] Launch missile. Causes explosion on impact. Additional Effect: wall rush

FINAL FANTASY VII

TIFA LOCKHART

Feint Brawler: Batters foes with a flurry of quick punches after disorienting them with feints.

EX MODE

EX BURST

- Final Heaven: A flurry of attacks ending in one ferocious tackle. Watch your timing and stop the reels. The better the combo, the more damage dealt.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Premium Heart: The fuller the EX Gauge, the more damage dealt.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
	Beat Rush	1	30	15	80	[Close—Mid] A flurry of punches. Can combo without hitting. Additional Effect: chase
	Waterkick	1	30	15	170	[Close] A low-to-high kick combo. Can combo without hitting. Additional Effect: wall rush
Ground	Blizzara	2	30	15	80	[Mid] Fire multiple ice crystals. Strike opponent down. Additional Effect: wall rush
	Blizzard (ground)	20	30	15	80	[Long] Fire ice crystals. Slow speed, but long range.
	Blizzaga	27	30	15	80	[Long] Drop ice crystals on foe to surprise opponent. Additional Effect: wall rush
	Elbow Smash	1	30	15	80	[Close] Elbow smash combo. Can combo without hitting. Additional Effect: wall rush
	Blizzard (midair)	1	30	15	80	[Long] Fire ice crystals. Slow speed, but long range.
Air	Falcon's Dive	8	30	15	100	[Dive] Descend quickly from above. Additional Effect: wall rush
	Dolphin Blow	16	30	15	100	[Rise] Uppercut in the form of a dolphin. Useful from below. Additional Effect: wall rush
	Moonsault Kick	32	30	15	100	[Mid] Graceful kicks. Can combo without hitting. Additional Effect: chase
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
	Meteodrive	1	30	15	130	[Close] Kick upward, then strike down. Vertically limited. Additional Effect: wall rush
	Burning Arrow	4	30	15	130	[Mid] Ultra high-speed kick. Extremely quick. Additional Effect: wall rush
Ground	Rolling Blaze (ground)	23	30	15	130	[Rise] Grab foe and throw to ground. Short horizontal range. Additional Effect: wall rush
	Meteor Strike	36	30	15	130	[Close—Long] Charge at foe. Hold button to change distance. Additional Effect: wall rush
	Somersault	Mastery	30	15	130	Branching from Waterkick [Combo] Kick opponent upward.
	Meteor Crusher	1	30	15	130	[Close—Mid] Unleash a flurry of attacks. Increase charge speed with button hold.
Air	Rolling Blaze (midair)	12	30	15	130	[Rise] Grab foe and throw to ground. Short horizontal range. Additional Effect: wall rush

LAGUNA LOIRE

Tactical Gunner: Strategically attacks from long range, utilizing his various firearms.

Characters
Game Basics
Story Mode
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

EX MODE

EX BURST

- Desperado: A furious bombardment of bullets. Take aim and press R to shoot or hold down the button for rapid-fire.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- A Faerie's Miracle: The recovery time after bravery attacks can be cancelled by performing any attack.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Machine Gun	1	30	15	90	[Mid] Fire machine gun. Move with analog stick while holding button.
	Grenade Bomb	1	30	15	90	[Long] Throw grenade at foe. Change distance with button presses.
	Ricochet Shot	4	30	15	90	[Long] Fire shots that break into smaller pieces after hitting stage. Additional Effect: chase
	Pummel (ground)	12	30	15	110	[Close] Strike with machine gun hilt. Low power, quick strike. Additional Effect: chase
	Electroshield (ground)	19	30	15	110	[Close] Deploy electromagnetic shield. Can deflect weak attacks. Additional Effect: wall rush
	Missile Barrage (ground)	32	30	15	110	[Long] Fire multiple missiles. Charge to fire six missiles.
Air	Shotgun	1	30	15	90	[Close] Fire shotgun. Charge to change its strength. Additional Effect: wall rush
	Missile Barrage (midair)	1	30	15	110	[Long] Fire multiple missiles. Charge to fire six missiles.
	Sticky Bomb	15	30	15	90	[Long] Throw a sticking time bomb at foe. Charge to increase distance.
	Pummel (midair)	22	30	15	110	[Close] Strike with machine gun hilt. Low power, quick strike. Additional Effect: chase
	Electroshield (midair)	25	30	15	110	[Close] Deploy electromagnetic shield. Can deflect weak attacks. Additional Effect: wall rush
	Homing Bazooka	29	30	15	90	[Long] Blast foe with bazooka. Press button to change strength. Additional Effect: wall rush
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Satellite Laser	1	30	15	130	[Long] Fire laser from orbiting satellite. Stopped by terrain. Additional Effect: wall rush
	Ragnarok Buster	8	40	20	130	[Mid] Bombard with lasers. Charge to adjust timing. Additional Effect: wall rush
Air	Ragnarok Blade	1	30	15	130	[Mid] Chop with energy blade. Effective against any height. Additional Effect: wall rush
	Split Laser	36	40	20	130	[Long] Fire high-pressure energy bullet. Hold button to continue fire; release to split laser.

FINAL FANTASY X

YUNA

Grand Summoner. Summons Aeons for varied attack patterns.

ALTERNATE

EX

ALTERNATE 2

EX MODE

EX BURST

- To the Farplane: Sends foe to another dimension after attacking with the summoned Aeon. Enter the commands that appear to summon another Aeon.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Double Summons: Two Aeons are simultaneously summoned with one BRV attack.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Meteor Strike	1	30	15	80	[Close] Summon Ifrit. Sends foe flying. Additional Effect: wall rush
	Energy Blast	1	30	15	80	[Long] Summon Valefor. Fire five lasers in wave pattern.
	Aerospark	27	30	15	80	[Mid] Summon Ixion. Delay combo to boost hit times. Additional Effect: chase
Air	Heavenly Strike	1	30	15	80	[Close] Summon Shiva. Short range, quick strike. Additional Effect: wall rush
	Impulse	1	30	15	80	[Long] Summon Bahamut. Charge to change strength.
	Sonic Wings	12	30	15	80	[Mid] Summon Valefor. Great for attacking from below. Effects: chase, wall rush
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Energy Ray	1	30	15	150	[Long] Summon Valefor. Invokes vertically long columns of fire.
	Hellfire	8	30	15	150	[Close] Summon Ifrit. Short range, good vertical range.
Air	Thor's Hammer	1	30	15	150	[Mid] Summon Ixion. Effective against any height. Additional Effect: absorb
	Diamond Dust	19	30	15	150	[Close] Summon Shiva. Short range, quick execution.
	Mega Flare	36	30	15	150	[Long] Summon Bahamut. Very accurate and powerful. Additional Effect: wall rush

PRISHE

Combo Blitzer: Effortlessly creates original combos leading up to devastating finishers.

Like Gilgamesh, Prishe is unlocked by completing the battles within Report 08. Finish Scenario 012 and the Prologue of Scenario 013 to unlock Report 08.

EX MODE

EX BURST

- The Five Lights: Throws a glowing shard of Magicite at an opponent. Enter the commands shown in clockwise fashion to increase the number of blows dealt.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Hundred Fists: Chains up to three weapon skills and increases movement speed.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Combo (One)	1	20	10	150	[Close] Quick three-punch combo. Generates extra EX Force. Can combo without hitting.
	Banish	8	30	15	150	[Long] Fire high-speed pearls of light at opponent.
	Dragon Kick (One)	19	20	10	150	[Mid] Use a leg sweep. Charge for additional hit.
	Howling Fist (One)	25	20	10	150	[Mid] Charge at opponent with fists. Charge to increase its strength.
	Shoulder Tackle (One)	29	20	10	150	[Dodge] Backflip, then charge at foe. Evade foe's attack on start. Additional Effect: dodge
	Combo (Two)	1	10	5	150	Branching from a "(One)" skill [Combo]-Three-punch combo. Additional Effect: chase
	Spinning Attack (Two)	1	10	5	150	Branching from a "(One)" skill [Combo] Upward lunge attack. Additional Effect: wall rush
	Backhand Blow (Two)	4	10	5	150	Branching from a "(One)" skill [Combo] Strike w/ backhand blow. Additional Effect: wall rush
	Dragon Kick (Two)	19	10	5	150	Branching from a "(One)" skill [Combo] Use a leg sweep. Additional Effect: chase
	Raging Fists (Two)	22	10	5	150	Branching from a "(One)" skill [Combo] Five-punch combo. Additional Effect: chase
	Howling Fists (Two)	25	10	5	150	Branching from a "(One)" skill [Combo] Charge foe with fists. Additional Effect: wall rush
	Shoulder Tackle (Two)	29	10	5	150	Branching from a "(One)" skill [Combo] Attack with body slam. Additional Effect: wall rush
	One Inch Punch (Two)	33	10	5	150	Branching from a "(One)" skill [Combo] Beat w/ energy shards. Additional Effect: wall rush
Air	Spinning Attack (One)	1	20	10	150	[Close] Lunge upward with fists. Great for attacking from below. Additional Effect: absorb
	Backhand Blow (One)	4	20	10	150	[Close] Strike down with a backhand blow. Useful for attacking from above.
	Holy	15	30	15	150	[Long] Fire pearls of light. Slow speed, strong homing.
	Raging Fists (One)	22	20	10	150	[Close] Five-punch combo. Can combo without hitting.
	One Inch Punch (One)	33	20	10	150	[Close] Pummel energy shards into foe. Charge to increase strength.
	Combo (Two)	1	10	5	150	Branching from a "(One)" skill [Combo] Three-punch combo. Additional Effect: chase
	Spinning Attack (Two)	1	10	5	150	Branching from a "(One)" skill [Combo] Upward-lunge attack. Additional Effect: wall rush
	Backhand Blow (Two)	4	10	5	150	Branching from a "(One)" skill [Combo] Strike w/ backhand blow. Additional Effect: wall rush
	Dragon Kick (Two)	19	10	5	150	Branching from a "(One)" skill [Combo] Use a leg sweep. Additional Effect: chase
	Raging Fists (Two)	22	10	5	150	Branching from a "(One)" skill [Combo] Five-punch combo. Additional Effect: chase
	Howling Fists (Two)	25	10	5	150	Branching from a "(One)" skill [Combo] Charge foe with fists. Additional Effect: wall rush
	Shoulder Tackle (Two)	29	10	5	150	Branching from a "(One)" skill [Combo] Attack with body slam. Additional Effect: wall rush
	One Inch Punch (Two)	33	10	5	150	Branching from a "(One)" skill [Combo] Beat w/ energy shards. Additional Effect: wall rush
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Asuran Fists	1	30	15	130	[Close] Quickly charge and pummel foe. Good vs. any height. Additional Effect: wall rush
	Nullifying Dropkick	12	40	20	130	[Mid] Hit foe with charging dropkick. Slow start, good range. Additional Effect: wall rush
Air	Auroral Uppercut	1	30	15	130	[Rise] Quick upward punch. Great for attacking from below. Additional Effect: wall rush
	Banishga	36	40	20	130	[Mid] Emit shockwave of light. Effective horizontal attack. Additional Effect: wall rush

FINAL FANTASY XII

VAAN

Adroit Attacker. Keeps opponents on their toes by switching weapons quickly.

ALTERNATE

EX

ALTERNATE 2

EX MODE

EX BURST

- Quickening: A powerful attack infused with Mist. Shuffle options with R. Press ⊗ to select moves to use.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Free Switch: Activate with R + ◎. Revert to unarmed attacks at any time.
- Zodiak: Boosts stats and abilities, and greatly strengthens attacks.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Greatsword (ground)	1	30	20	90	[Mid] Two-handed blade slash. Hold button to change range. Additional Effect: wall rush
	Spear (ground)	1	30	20	90	[Mid] Swipe with spear. Draw foe near while switching. Effects: wall rush, absorb
	Crossbow (ground)	2	30	20	90	[Long] Shoot at foe with bowgun. SW: Hold button for rapid-fire. Additional Effect: chase
	Katana (ground)	11	30	20	90	[Mid] Katana slash. Power rises with slow combo while switching. Additional Effect: chase
	Axe & Shield (ground)	16	30	20	90	[Close] Swipe with axe. Break foe's defense while switching. Additional Effect: wall rush
	Sword & Shield (ground)	22	30	20	90	[Close] Sword & Shield attack. Block attacks while switching. Effects: chase, block
	Rifle (ground)	27	30	20	90	[Long] Shoot at foe with gun. Dodge ability while switching. Effects: wall rush, dodge
	Staff (ground)	31	30	20	90	[Mid] Swipe with staff. Generates extra EX Force. SW: Move OK. Additional Effect: chase
Air	Greatsword (midair)	1	30	20	90	[Mid] Two-handed blade slash. Hold button to change range. Additional Effect: wall rush
	Spear (midair)	1	30	20	90	[Mid] Swipe with spear. Draw foe near while switching. Effects: wall rush, absorb
	Crossbow (midair)	4	30	20	90	[Long] Shoot at foe with bowgun. SW: Hold button for rapid-fire. Additional Effect: chase
	Katana (midair)	13	30	20	90	[Mid] Katana slash. Power rises with slow combo while switching. Additional Effect: chase
	Axe & Shield (midair)	18	30	20	90	[Close] Swipe with axe. Break foe's defense while switching. Additional Effect: wall rush
	Sword & Shield (midair)	24	30	20	90	[Close] Sword & Shield attack. Block attacks while switching. Effects: chase, dodge
	Rifle (midair)	29	30	20	90	[Long] Shoot at foe with gun. Dodge ability while switching. Effects: wall rush, dodge
	Staff (midair)	33	30	20	90	[Mid] Swipe with staff. Generates extra EX Force. SW: Move OK. Additional Effect: chase
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP**	**AP**	**HELP TEXT**
Ground	Cataclysm	1	30	20	140	[Mid] Summon multiple boulders that charge at opponent.
	Torrent	8	30	20	140	[Long] Call down water torrents. Water fires from magic array. Additional Effect: wall rush
Air	Inferno	1	30	20	140	[Mid] Focus flames and charge. Strong homing capability. Additional Effect: wall rush
	Windburst	36	30	20	140	[Long] Generate tornado. Draws in foe for a set time. Additional Effect: absorb
SPECIAL	**ABILITY NAME**	**LEVEL**	**CP**	**CP**	**AP**	**COMMENTS**
EX Mode	Free Switch	1	N/A	N/A	N/A	Press R + ◎ in EX Mode to revert to unarmed attacks.

LIGHTNING

Paradigm Commando: Uses one of three roles to adapt to the pace of battle.

Characters
Game Basics
Story Mode
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

EX MODE

EX BURST

- Gestalt Drive: A chain of attacks imbued with the powers of Odin. Enter the commands as shown on the screen to initiate an attack.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Omega Weapon: Activates with bravery attack. Instantly causes a Bravery Break if opponent is near Break status.
- Grav-con Unit: The Grav-con Unit activates to automatically avoid wall rush damage.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground (Commando)	Blitz	1	20	10	100	[Mid] Spinning slash and gun shot. Boost hit times when close. Additional Effect: wall rush
	Launch	3	20	10	140	[Close] Sword slash sending foe flying vertically upward. Additional Effect: wall rush
	Ruinga	20	20	10	80	[Mid] Shoot forth pearls of light. Deal damage on hit and explosion. Additional Effect: wall rush
Ground (Ravager)	Fire	1	20	10	100	[Long] Flame projectile. Eventual speed increase.
	Aerora	18	20	10	100	[Mid] Launch wind projectiles. Paralyzes foe with multiple hits.
	Thundaga	24	20	10	80	[Close] Call down lightning bolts. Long duration, keeps foe at bay. Additional Effect: chase
	Army of One (ground)	27	20	10	130	[Close] Barrage of attacks. Generates extra EX Force. Additional Effect: chase
Ground (Medic)	Cure (ground)	1	20	10	100	Increase bravery. Continue combo for boost.
	Cura (ground)	22	20	10	100	Increase bravery. Successful combo provides greater boost.
Air (Commando)	Smite	1	20	10	100	[Close] Sword slash knocking foe downward. Additional Effect: wall rush
	Ruin	6	20	10	80	[Long] Shoot forth pearls of light. Can aim with the analog stick. Additional Effect: chase
	Blaze Rush	15	20	10	100	[Mid] Gun shot and charge slash. Effective against any height. Additional Effect: wall rush
Air (Ravager)	Thunder	8	20	10	80	[Close] Call down lightning bolts. Short range, quick execution. Additional Effect: chase
	Blizzara	29	20	10	100	[Mid] Launch shards of ice after drawing in foe. Additional Effect: absorb
	Army of One (midair)	35	20	10	130	[Close] Barrage of attacks. Generates extra EX Force. Additional Effect: chase
Air (Medic)	Watera	1	20	10	100	[Long] Launch waterballs. Slowly tracks opponent.
	Cure (midair)	13	20	10	100	Increase bravery. Continue combo for boost.
	Cura (midair)	32	20	10	100	Increase bravery. Successful combo provides greater boost.
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**COMMENTS**
Ground	Razor Gale	1	30	15	300	[Long] Shockwave from sword. Slow speed, strong homing. Additional Effect: wall rush
	Lightning Strike	11	30	15	300	[Close] Call down lightning bolts. Great against flank attacks.
	Flourish of Steel	Mastery	30	15	300	Branching from Launch [Combo] Swing large sword.
Air	Crushing Blow	1	30	15	300	[Mid] Slashing charge sending foe flying upward.
	Thunderfall	37	40	20	300	[Long] Drop lightning on foe. Can hit with spinning sword. Effects: wall rush, magic block
SPECIAL	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**COMMENTS**
Extra	Paradigm Shift	1	N/A	N/A	N/A	Press L + R to change Paradigms

FINAL FANTASY I

WARRIOR OF LIGHT

Paragon: Crushes enemies with deft, balanced sword techniques.

ALTERNATE

EX

ALTERNATE 2

EX MODE

EX BURST

- Oversoul: Sharp, repeated strikes like flashes of light. Press the D-Pad directions indicated; each button corresponds to one attack.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Mirror Attack: A wall of light appears while attacking, repelling weak magical attacks.
- Protect: An aura of light covers the body, raising defense.
- Light's Blessing: Swords of light appear, dealing additional damage.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Dayflash (ground)	1	30	15	90	[Close] Fast horizontal slice. Low power, quick strike. Additional Effect: chase
	Blue Fang	1	30	15	90	[Long] Chunks of ice slowly descend on opponent.
	Sword Thrust	4	30	15	90	[Mid] Hurl shield and charge. Instantly close in on opponent. Additional Effect: wall rush
	White Fang	8	30	15	90	[Long] Call down lightning bolts that slowly close in on foe.
	Ascension	19	30	15	120	[Close] Throw shield to hurl opponent upward. Effects: chase, wall rush
	Red Fang	32	30	15	90	[Long] Shoot high-speed fireball toward opponent.
Air	Crossover	1	30	15	120	[Close] Spinning approach and thrust opponent upward. Effects: chase, wall rush
	Shield Strike	1	30	15	200	Downward attack, scooping foe with shield. Useful from above. Additional Effect: wall rush
	Rising Buckler	15	30	15	150	Upward swing, snagging foe with shield. Useful from below. Additional Effect: wall rush
	Dayflash (midair)	25	30	15	90	[Close] Fast horizontal slice. Low power, quick strike. Additional Effect: chase
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Shining Wave	1	30	15	130	[Mid] Shoot pillars of light. Homes in on opponent.
	Shield of Light (ground)	22	30	15	130	[Close] Fire force blast from shield. Hurls foe while blocking. Effects: block, wall rush
	Ultimate Shield	28	30	15	130	[Close] Deft shield work. Effective against any height. Additional Effect: wall rush
	Rune Saber (ground)	Mastery	30	15	130	Branching from Ascension [Combo] Light beam pierces foe. Additional Effect: wall rush
Air	Shield of Light (midair)	1	30	15	130	[Close] Fire force blast from shield. Hurls foe while blocking. Effects: block, wall rush
	Radiant Sword	13	30	15	130	[Long] Fire blades of light from seal. Blades weakly track foe. Additional Effect: wall rush
	Rune Saber (midair)	Mastery	30	15	130	Branching from Crossover [Combo] Light beam pierces foe. Additional Effect: wall rush
	Bitter End A	Mastery	30	15	130	Branching from Rising Buckler [Combo] Deft bladework. Additional Effect: wall rush
	Bitter End B	Mastery	30	15	130	Branching from Shield Strike [Combo] Deft bladework. Additional Effect: wall rush

FINAL FANTASY I

GARLAND

Nemesis: Destroys foes with heavy attacks from a multiform weapon.

ALTERNATE

EX

ALTERNATE 2

Characters
Game Basics
Story Mode
The Labyrinth
PP Catalog
Summonstone
Armaments
Accessories
Secrets

EX MODE

EX BURST

- Soul of Chaos: An attack terrible enough to shake the heavens. Repeatedly press ◉ to add strength to the attack.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Indomitable Resolve: Even while taking damage, attacks can be performed without flinching.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
	Round Edge	1	30	15	100	[Close] Broad sword sweep. Change combo with input timing. Effects: chase, wall rush
	Deathblow	1	30	15	100	[Mid] Swift upward sword swipe. Low accuracy, quick strike.
Ground	Lance Charge	8	30	15	100	[Mid] High-speed sword thrust. Vertically limited, good range. Additional Effect: wall rush
	Thundaga (ground)	19	30	15	100	[Long] Call down lightning strikes that home in on opponent.
	Highbringer	32	30	15	100	[Mid] Swing sword upward. Change combo with input timing. Effects: chase, wall rush
	Twin Swords	1	30	15	100	[Mid] Swipe with twin blades. Approaches foe; limited height. Additional Effect: wall rush
	Chain Cast	1	30	15	100	[Mid] Swing chain. Low accuracy, but effective against any height. Additional Effect: chase
Air	Bardiche	4	30	15	100	[Dive] Mighty axe swing. Great for attacking from above. Additional Effect: wall rush
	Thundaga (midair)	25	30	15	100	[Long] Call down lightning strikes that home in on opponent.
	Twist Drill	28	30	15	100	[Rise] Upward lunge with sword. Great for attacking from below. Additional Effect: chase
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
	Earthquake	1	30	15	130	[Close] Split ground with axe. Steals bravery, then takes HP. Additional Effect: wall rush
Ground	Blaze (ground)	16	30	15	130	[Long] Shoot multiple fireballs that chase opponent.
	Tsunami	36	30	15	130	[Mid] Hurl chain sword. Vertically limited, very accurate.
	Blaze (midair)	1	30	15	130	[Long] Shoot multiple fireballs that chase opponent.
Air	Cyclone	12	30	15	130	[Close] Call forth tornado. Slow speed, homing ability. Additional Effect: absorb
	Flare	22	30	15	130	[Mid] Strike with greatsword, causing large explosion on hit. Additional Effect: wall rush

FINAL FANTASY II

FIRION

Weapons Specialist: Reels distant and aerial opponents in for melee combat on solid ground.

ALTERNATE

EX

ALTERNATE 2

EX MODE

EX BURST

- Fervid Blazer: A chain of attacks releasing the power of his weapons. Damage dealt adds to his own HP. Enter the commands that display before the attack.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Blood Weapon: Absorbs HP equivalent to damage dealt.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Rope Knife	1	30	15	160	[Mid] Throw lightning knife. Good vs. any height, long duration. Effects: chase, wall rush, absorb
	Reel Axe	1	30	15	160	[Long] Throw axe straight ahead at high speed. Effects: chase, wall rush, absorb
	Lance Combo	4	30	15	160	[Close] Quick upward swing with lance. Slightly draws foe near. Effects: chase, wall rush, absorb
	Swordslash (ground)	16	30	15	90	[Close] Quick sword slash. Short reach, but quick strike. Additional Effect: chase
Air	Magic Arts: Frost	1	30	15	90	Magic combo starting w/ Blizzard. Can swap spell from second shot. Effects: chase, wall rush
	Magic Arts: Bolt	1	30	15	90	Magic combo starting w/ Thunder. Can swap spell from second shot. Effects: chase, wall rush
	Magic Arts: Flame	24	30	15	90	Magic combo starting w/ Fire. Can swap spell from second shot. Effects: chase, wall rush
	Swordslash (midair)	31	30	15	90	[Close] Slash in midair. Short reach, but quick strike. Additional Effect: wall rush
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Straightarrow (ground)	1	30	15	130	[Long] Fire arrow of light. Charge to adjust timing. Additional Effect: wall rush
	Shield Bash	20	30	15	130	[Block] Create shield of light. HP attack on successful block. Additional Effect: block
	Double Trouble A	Mastery	30	15	130	Branching from Lance Combo [Combo] Multi-weapon attack. Additional Effect: wall rush
	Double Trouble B	Mastery	30	15	130	Branching from Rope Knife [Combo] Multi-weapon attack. Additional Effect: wall rush
	Double Trouble C	Mastery	30	15	130	Branching from Reel Axe [Combo] Multi-weapon attack. Additional Effect: wall rush
	Lord of Arms	36	30	15	130	[Mid] Use all weapons. Extremely accurate. Additional Effect: wall rush
Air	Straightarrow (midair)	1	30	15	130	[Long] Fire arrow of light. Charge to adjust timing. Additional Effect: wall rush
	Weaponmaster	8	30	15	130	[Mid] Use all weapons. Steals bravery, then HP attack. Additional Effect: wall rush

FINAL FANTASY II

THE EMPEROR

Trap Master: Ensnares foes, then batters them with HP attacks.

ALTERNATE

EX

ALTERNATE 2

Characters
Game Basics
Story Mode
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

EX MODE

EX BURST

- Absolute Dominion: An attack that takes over the opponent's mind. Absorbs HP damage dealt. Enter the commands that display on the screen.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Blood Magic: Absorbs HP equivalent to damage dealt.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
	Thunder Crest	1	30	15	100	[Mid] Draw sigil on the ground. Paralyzes foe when in range. Additional Effect: absorb
	Landmine	1	30	15	80	[Close] Lay mine. Multiples OK; they will persist a long time. Additional Effect: absorb
Ground	Bombard	4	30	15	100	[Close] Sweep with staff. Extra explosion damage on hit. Additional Effect: chase
	Dynamite (ground)	9	30	15	100	[Long] Emit bomb from staff that lands and draws in foe. Effects: absorb, wall rush
	Light Crest (ground)	24	30	15	100	[Mid] Draw vertical light sigil. Fires when foe enters range; large vertical range.
	Mine	1	30	15	80	[Close] Drop mine. Multiples OK; they will persist a long time. Additional Effect: absorb
Air	Light Crest (midair)	1	30	15	100	[Mid] Draw horizontal light sigil. Fires when foe enters range; faces opponent's direction.
	Dynamite (midair)	32	30	15	100	[Long] Emit bomb from staff that lands and draws in foe. Effects: absorb, wall rush
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
	Flare (ground)	1	30	15	130	[Mid] Gather globe of blue light that slowly homes in on opponent.
Ground	Dreary Cell (ground)	13	30	15	130	[Close] Set discreet light trap. Detonates when foe approaches. Additional Effect: absorb
	Starfall (ground)	19	30	15	130	[Long] Call down giant meteor. Long cast. Aim with analog stick. Magic block, wall rush, absorb
	Flare (midair)	1	30	15	130	[Mid] Gather globe of red light that awaits remote detonation. Additional Effect: wall rush
Air	Dreary Cell (midair)	28	30	15	130	[Close] Set discreet light trap. Detonates when foe approaches. Additional Effect: absorb
	Starfall (midair)	36	30	15	130	[Long] Call down giant meteor. Long cast. Aim with analog stick. Magic block, wall rush, absorb

FINAL FANTASY III

ONION KNIGHT

Mystic Fencer: Hails light, speedy attacks down upon opponents.

ALTERNATE

EX

ALTERNATE 2

EX MODE

EX BURST

- Ninjutsu: Throw the ninja's strongest weapon—the shuriken. Find and select "Shuriken" from the menu that displays.
- Spellbook: Cast the sage's strongest spell—Holy. Find and select "Holy" from the menu that displays.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Dual Wield: Job changes to Ninja when performing a physical attack. Attacks move faster than the eye can see to snatch a greater amount of bravery.
- Sage's Wisdom: Job changes to Sage when performing a magic attack. Releases sealed mystic power, making spells stronger.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Multi-Hit	1	20	10	90	[Close] Launch flurry of slashes. Weak, but quick to execute.
	Extra Slice	1	10	5	120	Branching from Multi-Hit [Combo] Additional slice. Additional Effect: wall rush
	Blizzard	1	20	10	20	[Long] Shoot frost projectiles. Limited height, but high speed.
	Blizzaga	Mastery	10	5	120	Branching from Blizzard [Combo] Drop ice shards. Additional Effect: chase
	Strength Booster (ground)	16	30	15	100	Boosts stats temporarily. Physical attack, damage, and critical attack rate increased.
	Magic Booster (ground)	16	30	15	100	Boosts stats temporarily. Magic attack, defense, and critical attack rate increased.
Air	Turbo-Hit	1	20	10	90	[Close] High-speed slash. Weak, but effective against any height.
	Extra Lunge	1	10	5	160	Branching from Turbo-Hit [Combo] Additional lunges. Additional Effect: wall rush
	Thunder	1	20	10	20	[Long] Trio of thunder balls that curve to track foe. Effective against any height.
	Thundaga	Mastery	10	5	160	Branching from Thunder [Combo] Fire two lightning bolts. Additional Effect: chase
	Strength Booster (midair)	32	30	15	100	Boosts stats temporarily. Physical attack, damage, and critical attack rate increased.
	Magic Booster (midair)	32	30	15	100	Boosts stats temporarily. Magic attack, defense, and critical attack rate increased.
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Blade Torrent	1	30	15	130	[Close] Ultra high-speed slice. Can be done in midair. Additional Effect: wall rush
	Firaga	11	30	15	130	[Long] Launch fireballs. Wide-range explosion on impact.
	Swordshower	Mastery	30	15	160	Branching from Multi-Hit [Combo] Rain blades of light. Additional Effect: wall rush
	Quake	Mastery	30	15	160	Branching from Blizzard [Combo] Cause earthquake.
Air	Comet	1	30	15	130	[Long] Fire off tiny meteors. Aim with the analog stick.
	Wind Shear	36	30	15	130	[Close] Spin at high speed. Move with the analog stick. Effects: wall rush, absorb
	Guiding Swipe	Mastery	30	15	160	Branching from Turbo-Hit [Combo] Fire speedy light blades. Additional Effect: wall rush
	Flare	Mastery	30	15	160	Branching from Thunder [Combo] Create huge explosions.

FINAL FANTASY III

CLOUD OF DARKNESS

Bane of Life: Harries foes from afar with a wide variety of HP-attacking energy beams.

ALTERNATE

EX

ALTERNATE 2

EX MODE

EX BURST

- Ultra Particle Beam: A particle beam that leaves only dust in its wake. Fill the gauge by pressing ◉. Release when it reaches 120%.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Null Particle Boost: The recovery time after all attacks can be cancelled by performing an HP attack.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Tentacle of Pain	1	60	30	120	Omni-range tentacle attack. Change combo with input timing. Effects: chase, wall rush
	Tentacle of Spite	13	60	30	120	Omni-range tentacle attack. Change combo with input timing. Effects: wall rush, absorb
Air	Tentacle of Suffering	1	60	30	120	Omni-range tentacle attack. Change combo with input timing. Additional Effect: chase
	Tentacle of Scorn	27	60	30	120	Omni-range tentacle attack. Change combo with input timing. Additional Effect: wall rush
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	[Anti-air] Particle Beam	1	30	15	130	[Close] Fire columns of darkness around self. Short range, fast deployment.
	[Long-Range] Particle Beam	1	30	15	130	[Long] Fire force bursts at foe. Slow start, homes for long time.
	[Wide-Angle] Particle Beam	4	30	15	130	[Long] Fire wall of force straight ahead. Great vs. flank attacks. Additional Effect: wall rush
	[Wrath] Particle Beam (ground)	19	30	15	120	[Block] Create force shield. If block succeeds, attacks HP. Additional Effect: block
	[Feint] Particle Beam	23	30	15	130	[Dodge] Hide, then fire beam cannon. Evades on start. Effects: wall rush, dodge
Air	Aura Ball	1	30	15	130	[Close] Detonate force sphere. Charge to create multiple balls; can aim with the analog stick.
	[Fusillade] Particle Beam	1	30	15	130	[Long] Salvo of force bursts. Ends if they hit the ground. Additional Effect: wall rush
	[Wrath] Particle Beam (midair)	31	30	15	120	[Block] Create force shield. If block succeeds, attacks HP. Additional Effect: block
	[O-form] Particle Beam	36	30	15	160	[Mid] Fire huge particle beam. Very accurate and powerful. Additional Effect: wall rush

Characters
Game Basics
Story Mode
The Labyrinth
HP Catalog
monstones
nts

FINAL FANTASY IV

CECIL HARVEY

Split Soul: Shifts between the opposing strengths of paladin and dark knight.

ALTERNATE

EX

ALTERNATE 2

EX MODE

EX BURST

- Face Shift: A chain of attacks combining the powers of light and darkness. Enter the commands that appear on both sides of the screen at the same time.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Proteus: Activate with R + ●. Bridles light and darkness to instantly change jobs without attacking.
- Inner Strength: Each attack is 1.5 times as powerful.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground (DRK)	Valiant Blow	1	20	10	110	[Close] Jab foe with blade. Can send foe flying. Additional Effect: wall rush
	Dark Cannon	1	20	10	110	[Long] Draw in foe with projectile. Good start for other combos. Additional Effect: magic block
	Shadow Lance	15	20	10	110	[Mid] Throw weapon. Major damage if it lands near opponent. Additional Effect: wall rush
Air (DRK)	Gravity Ball	1	20	10	90	[Mid] Fire off gravity ball. Good start for ground attacks. Additional Effect: wall rush
	Nightfall	1	20	10	90	[Close] High-speed dive. Useful for quick descents. Additional Effect: chase
	Paladin Arts	32	20	10	90	[Mid] Change job to Paladin during combo.
Ground (PLD)	Slash	1	20	10	90	[Close] Hit foe upward. Slow, but very accurate strike. Additional Effect: chase
	Lightning Rise	25	20	10	90	[Mid] Charge, then leap. Good start for midair attacks. Effects: magic block, chase
	Dark Step	32	20	10	90	[Close] Change job to Dark Knight during combo. Additional Effect: chase
Air (PLD)	Radiant Wings	1	20	10	110	[Close] Splendid swordplay. Long reach, fast strike speed. Additional Effect: wall rush
	Sacred Cross	1	20	10	110	Vertical charge. Direction depends on position. Additional Effect: chase
	Searchlight	19	20	10	110	[Long] Launch magic orb. Orb fires projectiles. Effective vs. any height; good diversion.
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Soul Eater	1	30	15	130	[Close] Stab foe and devour his soul. Limited height, quick strike. Additional Effect: wall rush
	Dark Flame	11	30	15	130	[Long] Summon dark fire. Slow speed, strong homing. Additional Effect: wall rush
	Shadow Bringer	28	30	15	130	[Ultra-close] Dark sword slash. Dark Knight BRV damage +3%, Paladin BRV damage -3%
Air	Saint's Fall	1	30	15	130	[Mid] Focus light and charge. From afar, good vs. any height. Additional Effect: wall rush
	Paladin Force	22	30	15	130	[Close] Holy sword magic. Effective against any height. Additional Effect: wall rush
	Luminous Shard	36	30	15	130	[Long] Shoot light projectiles. Paladin BRV damage +3% Dark Knight BRV damage -3%
SPECIAL	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**COMMENTS**
EX Mode	Proteus	1	N/A	N/A	N/A	Press R + ● in EX Mode to change jobs without attacking.

FINAL FANTASY IV

GOLBEZ

Thaumaturge: Uses techniques that simultaneously strike physically and magically.

ALTERNATE

EX

ALTERNATE 2

EX MODE

EX BURST

- Twin Moon: Casts a powerful spell along with a Shadow Dragon. Enter the commands that appear on both sides of the screen at the same time.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Black Fang: Activate with R + ●. Breaks opponent in one hit. Can only gain stage bravery.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Rising Wave	1	30	15	70	[Close—Mid] Uppercut & magic. Change combo with button hold. Additional Effect: wall rush
	Attack System (ground)	1	30	15	120	[Close—Long] Direct strike while magic bit fires on foe.
	Glare Hand	13	30	15	40	[Close—Mid] Swipe and magic. Change combo with button hold. Effects: chase, wall rush
Air	Gravity Force	1	30	15	120	[Close—Long] Warp & attack with gravity sphere. Can be aimed. Effects: absorb, wall rush
	Attack System (midair)	1	30	15	120	[Close—Long] Direct strike while magic bit fires on foe.
	Float System	22	30	15	60	[Close—Mid] Direct strike plus laser. Strong upwards homing. Effects: chase, wall rush
	Gravity System	28	30	15	50	[Close—Mid] Direct strike plus laser. Strong downwards homing. Effects: chase, wall rush
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Nightglow	1	30	15	130	[Close—Mid] A darkness attack, unleashing magic from the earth. Additional Effect: wall rush
	Sector Ray (ground)	9	30	15	150	[Close—Mid] Deploy multiple bits. Bits fire at foe with lasers. Additional Effect: wall rush
	Cosmic Ray A	Mastery	30	15	130	Branching from Rising Wave [Combo] Cast lightning attack. Additional Effect: wall rush
	Cosmic Ray B	Mastery	30	15	130	Branching from Glare Hand [Combo] Cast lightning attack. Additional Effect: wall rush
Air	Genesis Rock	1	30	15	130	[Close—Long] Summon rubble, spin it, then hurl it far away. Additional Effect: wall rush
	Sector Ray (midair)	16	30	15	150	[Close—Mid] Deploy multiple bits. Bits fire at foe with lasers. Additional Effect: wall rush
	Cosmic Ray C	Mastery	30	15	130	Branching from Gravity System [Combo] Cast lightning attack. Additional Effect: wall rush
	Cosmic Ray D	Mastery	30	15	130	Branching from Float System [Combo] Cast lightning attack. Additional Effect: wall rush
SPECIAL	**ABILITY NAME**					**COMMENTS**
EX Mode	Black Fang	1	N/A	N/A	N/A	Press R + ● in EX Mode to inflict Break.

FINAL FANTASY V

BARTZ KLAUSER

Mimic: Mimes the attacks of his companions, adding his own special touches.

EX MODE

EX BURST

- Master Mime: Adds the strength of his allies to his own job abilities for a series of masterful blows. Press the D-Pad in the directions indicated. Each directional button corresponds to 1 hit.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Goblin Punch: Activate with with R + ●. Attack bravery, then perform an HP attack. If you are the same level as the foe, your power massively increases.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Blade Crash	1	30	15	90	[Close] Slash with two swords. Minor Speed Boost effect. Additional Effect: chase
	Reel Impulse	1	30	15	90	[Long] Throw axe forward. EX intake range +1 m. Additional Effect: wall rush
	Hazard Raid	4	30	15	90	[Mid] Charge and pummel foe. Chase bravery damage +10%. Additional Effect: chase
	Solid Ascension	16	30	15	90	[Close] Repeated slashes. Minor Physical Shield effect. Effects: chase, wall rush
Air	Rush Impact	1	30	15	90	[Close] Wield spear and sword. Jump Times Boost effect. Additional Effect: wall rush
	Holy	1	30	15	220	[Long] Emit light projectiles. Minor Jump Boost effect. Additional Effect: chase
	Slide Shooter	23	30	15	90	[Mid] Charge repeatedly. Wall rush bravery damage +10%. Additional Effect: wall rush
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Hellfire	1	30	15	130	[Close] Summon Ifrit. Assist Gauge time +10%
	Dark Flame	9	30	15	130	[Long] Summon dark fire. Minor Ground Evasion Boost. Additional Effect: wall rush
Air	Ragnarok Blade	1	30	15	130	[Mid] Chop with energy blade. Wall rush HP damage +5%. Additional Effect: wall rush
	Luminous Shard	29	30	15	130	[Long] Shoot light projectiles. Minor Midair Evasion Boost.
	Flare	Mastery	30	15	130	Branching from Holy Minor Magic Shield effect.
SPECIAL	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**COMMENTS**
EX Mode	Goblin Punch	1	N/A	N/A	N/A	Press R + ● in EX Mode to perform a quick HP attack.

FINAL FANTASY V

EXDEATH

Entropic Adversary: Unmatched in guards and counters, he draws foes to inevitable defeat.

Characters
Game Basics
Story Mode
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

EX MODE

EX BURST

- Power of the Void: At his command, all is absorbed by the darkness and returned to the Void. Press ◉ to deplete the gauge. Release when it reaches 0.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Speed Guard: Time necessary to block an attack decreases. Counterattack chance increases.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Reverse Polarity (ground)	1	30	15	120	Special warp movement attack. Hold button, release to warp. Additional Effect: wall rush
	Turn Guard (ground)	1	30	15	80	[Block] Call a crimson crest. Maintain block with button hold. Additional Effect: block
	Vacuum Wave (ground)	2	30	15	120	[Long] Fire vacuum shockwave. Can cancel attack with any block. Additional Effect: chase
	Sword Dance (ground)	8	30	15	120	[Mid] Swing blade in broad arc. Can cancel attack with any block. Additional Effect: wall rush
	Protect Guard (ground)	15	30	15	80	[Block] Create cerulean wall that defends against physical attacks. Additional Effect: block
	Black Hole (ground)	16	30	15	120	[Long] Create a black hole that attracts all around it for a time. Additional Effect: absorb
	Shell Guard (ground)	22	30	15	80	[Block] Call a protective wind that protects against magic attacks. Additional Effect: magic block
	Hurricane (ground)	27	30	15	120	[Close] Summon tornados to self. Can cancel attack with any block. Additional Effect: absorb
	Omni Block (ground)	31	30	15	80	[Block] Blocks any blow. Deploys on button release. Additional Effect: block
Air	Reverse Polarity (midair)	1	30	15	120	Special warp movement attack. Hold button, release to warp. Additional Effect: wall rush
	Turn Guard (midair)	1	30	15	80	[Block] Call a crimson crest. Maintain block with button hold. Additional Effect: block
	Vacuum Wave (midair)	3	30	15	120	[Long] Fire vacuum shockwave. Can cancel attack with any block. Additional Effect: chase
	Sword Dance (midair)	11	30	15	120	[Mid] Swing blade in broad arc. Can cancel attack with any block. Additional Effect: wall rush
	Protect Guard (midair)	12	30	15	80	[Block] Create cerulean wall that defends against physical attacks. Additional Effect: block
	Black Hole (midair)	19	30	15	120	[Long] Create a black hole that attracts all around it for a time. Additional Effect: absorb
	Shell Guard (midair)	20	30	15	80	[Block] Call a protective wind that protects against magic attacks. Additional Effect: magic block
	Hurricane (midair)	29	30	15	120	[Close] Summon tornados to self. Can cancel attack with any block. Additional Effect: absorb
	Omni Block (midair)	33	30	15	80	[Block] Blocks any blow. Deploys on button release. Additional Effect: block
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Delta Attack (ground)	1	30	15	130	[Mid] Fire beam from array. Sends foe flying while defending. Effects: block, wall rush
	Grand Cross (ground)	4	30	15	130	[Long] Focus then detonate Void power. Cancels with any block. Additional Effect: absorb
	Almagest (ground)	23	30	15	130	[Mid] Fill an area with the Void. Can cancel attack with any block. Effects: magic block, wall rush
	Maelstrom (ground)	35	30	15	130	[Long] Creates large cyclone. Can aim with the analog stick.
Air	Delta Attack (midair)	1	30	15	130	[Mid] Fire beam from array. Sends foe flying while defending. Effects: block, wall rush
	Grand Cross (midair)	6	30	15	130	[Long] Focus then detonate Void power. Cancels with any block. Additional Effect: absorb
	Almagest (midair)	25	30	15	130	[Mid] Fill an area with the Void. Can cancel attack with any block. Effects: magic block, wall rush
	Maelstrom (midair)	39	30	15	130	[Long] Creates large cyclone. Can aim with the analog stick.

FINAL FANTASY VI

TERRA BRANFORD

Esperkin: Fires spells that always find their mark.

EX MODE

EX BURST

- Riot Blade: Power is focused in both hands and fired as countless blades. Repeatedly press Left and ● to raise the gauges on the left and right.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Glide: Activate by holding ✕ in midair. Uses the esper power hidden within to move freely through the air.
- Chainspell: Cast, then press ● or ● to activate. Embraces the spirit of a magus to raise magical power and cast the same spell again.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Fire	1	30	15	170	[Mid] Shoot low fireballs that home in on foe and explode. Additional Effect: chase
	Blizzard Combo (ground)	1	30	15	100	[Close] Shoot ice shards. Change combo with analog stick. Additional Effect: wall rush
	Blizzara (ground)	4	30	15	100	[Mid] Fire large ice block. On hit, add ice shard attack. Effects: magic block, wall rush
	Graviga	23	30	15	100	[Long] Drop gravity sphere. Can aim with the analog stick. Effects: absorb, wall rush
	Meteor	32	30	15	100	[Long] Rain down fire on foe. Powerful, but not very accurate.
Air	Blizzara (midair)	1	30	15	100	[Mid] Fire large ice block. On hit, add ice shard attack. Effects: magic block, wall rush
	Thundara	1	30	15	90	[Long] Surround foe with contracting ring of lightning. Additional Effect: chase
	Holy	11	30	15	60	[Long] Shoot light projectiles. Normal speed, strong homing. Additional Effect: chase
	Blizzard Combo (midair)	16	30	15	100	[Close] Shoot ice shards. Change combo with analog stick. Additional Effect: wall rush
	Holy Combo	27	30	15	60	[Long] Shoot light projectiles. If Holy hits, follow with Flare.
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Flood	1	30	15	130	[Long] Generate three water pillars at opponent's position.
	Tornado (ground)	1	30	15	130	[Close] Summon tornado around self. Can be moved. Effects: absorb, wall rush
	Firaga	Mastery	30	15	130	Branching from Fire [Combo] Ignite explosions on foe. Additional Effect: wall rush
Air	Tornado (midair)	1	30	15	130	[Close] Summon tornado around self. Can be moved. Effects: absorb, wall rush
	Meltdown	35	30	15	130	[Long] Shoot fireball at foe. Charge to change its strength. Additional Effect: wall rush
	Ultima	Mastery	30	15	130	Branching from Holy Combo [Combo] Cast the ultimate spell. Effects: absorb, wall rush

FINAL FANTASY VI

KEFKA PALAZZO

Mad Mage: Ensorcels opponents, confusing them with unpredictable spells.

ALTERNATE

EX

ALTERNATE 2

Characters
Game Basics
Story Mode
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

EX MODE

EX BURST

- Light of Judgment: A light comes from the heavens, cleansing all in its wake. Memorize the commands that display then enter them in order.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Glide: Activate by holding ✕ in midair. Increases the magus power to move freely through the air.
- Exhilarating Magic: All spells become more chaotic—multiple projectiles, magic rebounds, and other unpredictable effects.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Waggle-Wobbly Firaga (ground)	1	30	15	80	[Long] Shoot slow fireball. Tenacious homing.
	Zap-Trap Thundaga (ground)	1	30	15	100	[Long] Surround foe w/ lightning. Press button to call more bolts. Additional Effect: chase
	Extra-Crispy Firaga (ground)	2	30	15	100	[Mid] Shoot speedy fireball. Splits into 3 parts after firing. Additional Effect: chase
	Scatter Spray Blizzaga (ground)	8	30	15	100	[Long] Fire large ice chunks that stop in midair and break into smaller pieces.
	Ultima (ground)	13	30	15	100	[Mid] Cast the ultimate(?) spell. Causes huge blast...eventually. Additional Effect: wall rush
	Lickety-Split Thundaga (ground)	19	30	15	80	[Mid] Call down lightning bolts. The farther away, the larger the bolt. Additional Effect: chase
	Twisty-Turny Blizzaga (ground)	23	30	15	100	[Long] Drop ground-hugging ice. Ice quickly spins while homing. Additional Effect: wall rush
	Meteor (ground)	32	30	15	100	[Long] Rain fire from the skies that ricochets and flies at foe. Additional Effect: chase
Air	Waggle-Wobbly Firaga (midair)	1	30	15	80	[Long] Shoot slow fireball. Tenacious homing.
	Zap-Trap Thundaga (midair)	1	30	15	100	[Long] Surround foe w/ lightning. Press button to call more bolts. Additional Effect: chase
	Extra-Crispy Firaga (midair)	3	30	15	100	[Mid] Shoot speedy fireball. Splits into 3 parts after firing. Additional Effect: chase
	Scatter Spray Blizzaga (midair)	11	30	15	100	[Long] Fire large ice chunks that stop in midair and break into smaller pieces.
	Ultima (midair)	15	30	15	100	[Mid] Cast the ultimate(?) spell. Causes huge blast...eventually. Additional Effect: wall rush
	Lickety-Split Thundaga (midair)	16	30	15	80	[Mid] Call down lightning bolts. The farther away, the larger the bolt. Additional Effect: chase
	Twisty-Turny Blizzaga (midair)	25	30	15	100	[Long] Drop ground-hugging ice. Ice quickly spins while homing. Additional Effect: wall rush
	Meteor (midair)	33	30	15	100	[Long] Rain fire from the skies that ricochets and flies at foe. Additional Effect: chase
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Havoc Wing (ground)	1	30	15	130	[Close] Attack with wings. Quick approach, useful vs. any height. Additional Effect: wall rush
	Trine (ground)	4	30	15	130	[Long] Triangular spell appears in the air and attacks from 3 directions.
	Hyperdrive	28	30	15	130	[Long] Launch a column of flame along ground. Range depends on length of button hold.
	Forsaken Null (ground)	35	30	15	150	[Long] Mobile sigil fires on foe. Hold button for homing. Additional Effect: wall rush
Air	Havoc Wing (midair)	1	30	15	130	[Close] Attack with wings. Quick approach, useful vs. any height. Additional Effect: wall rush
	Trine (midair)	6	30	15	130	[Long] Triangular spell appears in the air and attacks from 3 directions.
	Forsaken Null (midair)	39	30	15	150	[Long] Mobile sigil fires on foe. Hold button for homing. Additional Effect: wall rush

FINAL FANTASY VII

CLOUD STRIFE

Buster Basher: Can send foes flying with a single swipe of his massive sword.

ALTERNATE

EX

ALTERNATE 2

EX MODE

EX BURST

- Omnislash: An attack slicing the opponent over and over. Repeatedly press ● to raise the gauge.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Ultimate Weapon (CRUSH): Each attack becomes even heavier, crushing all attempts at blocking.
- Ultima Weapon (ATK): The higher the user's HP, the sharper the weapon's blade.

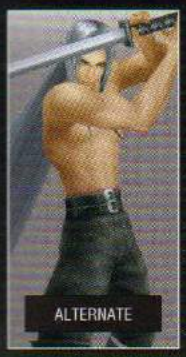
ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Double Cut (ground)	1	30	15	100	[Close] Quick slash. Low power, fast execution. Additional Effect: chase
	Climhazzard	1	30	15	100	[Mid] Charging attack. Slow strike, easy to wall rush. Additional Effect: wall rush
	Fire	15	30	15	80	[Long] Hurl fireball. Slowly tracks opponent.
	Fira	18	30	15	80	[Long] Hurl fireball. Faster than Fire.
	Sonic Break	22	30	15	120	[Close] Strike with three powerful blows. Sends foe flying. Effects: wall rush, absorb
	Firaga	31	30	15	80	[Long] Shoot three fireballs. Short range, but can restrain opponent with explosions.
	Blade Beam	35	30	15	100	[Mid] Launch shockwave. Fast, but has weak homing. Additional Effect: chase
Air	Slashing Blow	1	30	15	220	[Close] Powerful slashes. Change combo with analog stick. Additional Effect: wall rush
	Aerial Fang	1	30	15	100	Diving attack, scooping foe with sword. Useful from above. Additional Effect: wall rush
	Rising Fang	4	30	15	100	Powerful upward lunge. Effective near ceiling. Additional Effect: wall rush
	Double Cut (midair)	25	30	15	100	[Close] Quick slash. Low power, fast execution. Additional Effect: chase
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Cross-slash	1	30	15	130	[Close] Break through defenses with cross-shaped slashes. Additional Effect: wall rush
	Meteorain (ground)	9	30	15	130	[Long] Send countless meteors toward opponent.
	Finishing Touch	Mastery	30	15	130	Branching from Sonic Break [Combo] A whirlwind of attacks. Additional Effect: wall rush
Air	Braver	1	30	15	130	[Close] Midair charge. Effective against any height. Additional Effect: wall rush
	Meteorain (midair)	28	30	15	130	[Long] Send countless meteors toward opponent.
	Omnislash Version 5	Mastery	30	15	150	Branching from Slashing Blow [Combo] Series of speedy slices. Additional Effect: wall rush

FINAL FANTASY VII

SEPHIROTH

Focused Blade: Uses peerless swordsmanship to deliver precise strikes.


ALTERNATE

EX

ALTERNATE 2

Characters
Game Basics
Story Mode
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

EX MODE

EX BURST

- Super Nova: A blast of such despair that it can send destruction even into other dimensions. Repeatedly press ● to raise the gauge.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Glide: Activate by holding ✕ in midair. Draws spiritual energy within to move freely through the air.
- Heartless Angel: Activate with R + ●. Bravery cannot be gained, but opponent's bravery falls to 1.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Reaper	1	30	15	100	[Close] Katana slash. Delay combo to boost hit times. Additional Effect: chase
	Shadow Flare (ground)	1	30	15	80	[Long] Generate 4 spheres of darkness surrounding opponent.
	Transience	8	30	15	80	[Close] Quick upward sword slash. Short reach, but fast. Additional Effect: wall rush
	Fervent Blow	32	30	15	100	[Long] Shockwaves from sword. Delay combo to boost hit times. Additional Effect: wall rush
Air	Sudden Cruelty	1	30	15	100	[Mid] Nigh-instant slices. Delay combo to boost hit times. Additional Effect: chase
	Oblivion	1	30	15	100	[Mid] Light-speed movement continuously damaging foe. Additional Effect: wall rush
	Godspeed	16	30	15	100	[Long] Shockwaves from sword. Delay combo to boost hit times. Additional Effect: wall rush
	Shadow Flare (midair)	24	30	15	80	[Long] Generate 4 spheres of darkness surrounding opponent.
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Octaslash (ground)	1	30	15	130	[Mid] 8 violent slicing attacks. Strike foe with long reach. Additional Effect: wall rush
	Scintilla (ground)	1	30	15	130	[Block] Defends, then attacks. Attack even if block fails. Effects: wall rush, block
	Black Materia	28	30	15	150	[Long] Summon meteors. Hold button to increase size. Effects: wall rush, absorb (if max)
Air	Hell's Gate	1	30	15	130	[Dive] Freefall lunge. Hold button to keep falling. Aim with the analog stick.
	Octaslash (midair)	12	30	15	130	[Mid] 8 violent slicing attacks. Strike foe with long reach. Additional Effect: wall rush
	Scintilla (midair)	20	30	15	130	[Block] Defends, then attacks. Attack even if block fails. Effects: wall rush, block
	Heaven's Light	36	30	15	130	Powerful rising lunge. Effective when below foe. Additional Effect: wall rush
SPECIAL	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**COMMENTS**
EX Mode	Heartless Angel	1	N/A	N/A	N/A	Press R + ● in EX Mode to drop opponent's bravery to 1.

FINAL FANTASY VIII

SQUALL LEONHART

Relentless Revolver. Corners enemies with chained combos.

ALTERNATE

EX

ALTERNATE 2

EX MODE

EX BURST

- Renzokuken: A flurry of attacks ending in one shattering blow. Watch your timing and press R when the cursor is in the frame.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Lionheart (RANGE): Transfers the heart of a lion to the weapon, increasing its range.
- Lionheart (HIT): Pushes the weapon's specs to the limit, increasing the force of each blast.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Upper Blues	1	30	15	100	[Close] Leap into the air. Quick launch, easy wall rush. Additional Effect: wall rush
	Blizzard Barret	1	30	15	90	[Long] Fire one ice bullet. Long range, strong homing.
	Solid Barrel	3	30	15	100	[Close] Repeated slashes. Short range; quick and powerful. Additional Effect: chase
	Thunder Barret	9	30	15	90	[Mid] Lightning that draws in foes. Good start for combos.
	Fusillade	20	30	15	100	[Mid] Magic barrage. Can combo without hitting. Additional Effect: chase
Air	Heel Crush	1	30	15	100	[Mid] Unleash heel drop. Slow start, fast movement. Additional Effect: wall rush
	Beat Fang	1	30	15	100	[Close] Float, then strike down foe. Short reach, but fast. Additional Effect: wall rush
	Mystic Flurry	6	30	15	90	[Mid] Magic barrage. Can combo without hitting. Additional Effect: wall rush
	Fire Barret	25	30	15	90	[Long] Launch multiple fireballs. Normal speed, strong homing.
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Rough Divide (ground)	1	30	15	130	[Long] Leap into a charge. Slow start, but very fast charge. Additional Effect: wall rush
	Fated Circle	12	30	15	130	[Close] Surround self with explosions. Blocks foe's spells. Magic block, wall rush, absorb
	Blasting Zone	15	30	15	130	[Mid] Chop with massive blade of light that flies forward.
	Revolver Drive	36	30	15	130	[Mid] Rage-filled charge. Can aim with the analog stick. Additional Effect: wall rush
Air	Aerial Circle	1	30	15	130	[Close] Surround self with explosions. Blocks foe's spells. Magic block, wall rush, absorb
	Rough Divide (midair)	31	30	15	130	[Long] Leap into a charge. Slow start, but very fast charge. Additional Effect: wall rush

FINAL FANTASY VIII

ULTIMECIA

Sorcerous Fusileer: Keeps opponents at a distance with magical barrages.

ALTERNATE

EX

ALTERNATE 2

Characters
Game Basics
Story Mode
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

EX MODE

EX BURST

- Time Compression: A flurry of attacks ending in one crushing blow. Watch your timing and press ◉ when the cursor is in the frame.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Time Crush: Activate with R + ◉. Opponent's movements are completely frozen for a set time. However, this has a long casting time.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Knight's Arrow (ground)	1	30	15	90	[Ultra-long] Shoot arrow. Change effect by holding or repeatedly pressing button.
	Knight's Blade (ground)	1	30	15	90	[Long] Fire crimson sword. Change effect by holding or repeatedly pressing button.
	Knight's Axe (ground)	11	30	15	110	[Long] Create cerulean axe. Good vs. any height, changes w/ hold. Effects: chase, wall rush
	Knight's Lance (ground)	22	30	15	110	[Close] Fire 3 lance projectiles. Change effect by holding button. Effects: chase, wall rush
Air	Knight's Arrow (midair)	1	30	15	90	[Ultra-long] Shoot arrow. Change effect by holding or repeatedly pressing button.
	Knight's Axe (midair)	1	30	15	110	[Long] Create cerulean axe. Good vs. any height, changes w/ hold. Effects: chase, wall rush
	Knight's Blade (midair)	4	30	15	90	[Long] Fire crimson sword. Change effect by holding or repeatedly pressing button.
	Knight's Lance (midair)	32	30	15	110	[Close] Fire 3 lance projectiles. Change effect by holding button. Effects: chase, wall rush
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Shockwave Pulsar (ground)	1	30	15	130	[Long] Lob azure projectiles. Boost range with button hold. Additional Effect: absorb
	Hell's Judgement (ground)	8	30	15	130	[Long] Deploy magic array. Press button to steal foe's bravery.
	Great Attractor (ground)	15	30	15	130	[Long] High-speed energy ball. Boost size with button hold. Additional Effect: wall rush
	Apocalypse (ground)	25	30	15	130	[Long] Magic array pursues foe. Track foe with button hold. On release, fire giant laser.
Air	Great Attractor (midair)	1	30	15	130	[Long] High-speed energy ball. Boost size with button hold. Additional Effect: wall rush
	Shockwave Pulsar (midair)	19	30	15	130	[Long] Lob azure projectiles. Boost range with button hold. Additional Effect: absorb
	Hell's Judgement (midair)	29	30	15	130	[Long] Deploy magic array. Press button to steal foe's bravery.
	Apocalypse (midair)	36	30	15	130	[Long] Magic array pursues foe. Track foe with button hold. On release, fire giant laser.
SPECIAL	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**COMMENTS**
EX Mode	Time Crush	1	N/A	N/A	N/A	Press R + ◉ in EX Mode to freeze time.

FINAL FANTASY IX

ZIDANE TRIBAL

Aerial Ace: Unequaled in midair combat.

ALTERNATE

EX

ALTERNATE 2

EX MODE

EX BURST

- Reverse Gaia: A chain of attacks that grows faster with each blow. Repeatedly press ● to increase the number of hits.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Aerial Jump: Dormant potential is unlocked, enabling nimble leaps to be performed while in midair.
- Dodge Jump: Grants invincibility for the period between touching the ground and leaping into the air.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Rumble Rush	1	30	15	170	[Mid] Slice, then kick foe. Approach foe during attack. Additional Effect: chase
	Booster 8	16	30	15	120	[Mid] Charge at opponent. If it hits, can quickly combo with another attack.
	Scoop Art (ground)	27	30	15	90	[Long] Fire energy projectile. Perform repeatedly to fire multiple shots at once.
Air	Swift Attack	1	30	15	100	[Close] Quick slices. Low power, fast launch. Additional Effect: chase
	Scoop Art (midair)	1	30	15	90	[Long] Fire energy projectile. Perform repeatedly to fire multiple shots at once.
	Tempest	4	30	15	160	Gracefully toss knife downward. Useful for attacking from above. Additional Effect: chase
	Vortex	8	30	15	100	Vertical spinning approach. Great for attacking from below. Additional Effect: wall rush
	Solution 9	23	30	15	100	[Long] Launch multiple energy projectiles. Low accuracy, many projectiles.
	Storm Impulse	32	30	15	100	[Mid] Spinning approach. Limited height, fast approach. Additional Effect: wall rush
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Tidal Flame	1	30	15	130	[Long] Fire low-flying flame projectile that homes in on foe at high speed.
	Stellar Circle 5	12	30	15	130	[Close] Create cyclone. Short range, but offers cover. Additional Effect: absorb
	Meo Twister A	Mastery	30	15	130	Branching from Rumble Rush [Combo] Fire laser from blade.
Air	Free Energy	1	30	15	130	[Close] Fire energy wave. Short range, quick execution.
	Shift Break	1	30	15	130	[Long] Keep foe off balance with water columns and lightning. Additional Effect: absorb
	Grand Lethal	37	30	15	150	[Mid] Charge filled with energy. Vertically limited, long duration. Additional Effect: wall rush
	Meo Twister B	Mastery	30	15	130	Branching from Tempest [Combo] Fire laser from blade.
	Meo Twister C	Mastery	30	15	130	Branching from Swift Attack [Combo] Fire laser from blade.

FINAL FANTASY IX

KUJA

Graceful Glider: Can freely change his distance from foes to set up devastating attacks.

ALTERNATE

EX

ALTERNATE 2

Characters
Game Basics
Story Mode
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

EX MODE

EX BURST

- Final Requiem: A chain of attacks that grows stronger with each blow. Repeatedly press ● to increase the strength of each hit.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Hyper Glide: Activate by holding ✕ in midair. Maintains altitude longer than the normal Glide.
- Auto Magic: Casts Holy and Flare while jumping, falling, touching down, or gliding.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Strike Energy (ground)	1	30	15	100	[Close] Launch attack with Holy. Distance from foe alters combo. Effects: chase, wall rush
	Remote Flare (ground)	1	30	15	100	[Long] Surround foe w/blasts. Can aim with the analog stick. Effects: wall rush, absorb
	Snatch Blow (ground)	3	30	15	100	[Mid] Launch attack with Holy. Distance from foe alters combo. Effects: chase, wall rush
	Ring Holy (ground)	8	30	15	100	[Long] Fire off 3 homing spells. Can aim with the analog stick.
	Snatch Shot (ground)	13	30	15	100	[Mid] Launch attack with Flare. Distance from foe alters combo. Effects: chase, wall rush
	Burst Energy (ground)	27	30	15	100	[Close] Start attack with Flare. Distance from foe alters combo. Effects: chase, wall rush
Air	Snatch Shot (midair)	1	30	15	100	[Mid] Launch attack with Flare. Distance from foe alters combo. Effects: chase, wall rush
	Ring Holy (midair)	1	30	15	100	[Long] Fire off 3 homing spells. Can aim with the analog stick.
	Strike Energy (midair)	6	30	15	100	[Close] Launch attack with Holy. Distance from foe alters combo. Effects: chase, wall rush
	Burst Energy (midair)	16	30	15	100	[Close] Start attack with Flare. Distance from foe alters combo. Effects: chase, wall rush
	Snatch Blow (midair)	22	30	15	100	[Mid] Launch attack with Holy. Distance from foe alters combo. Effects: chase, wall rush
	Remote Flare (midair)	32	30	15	100	[Long] Surround foe w/ blasts. Can aim with the analog stick. Effects: wall rush, absorb
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Seraphic Star (ground)	1	30	15	130	[Mid] Toss spell causing massive explosion of energy. Additional Effect: absorb
	Flare Star (ground)	25	30	15	130	[Close] Set off 2 large blasts. Can aim with the analog stick. Additional Effect: wall rush
	Ultima (ground)	29	30	15	130	[Long] Rain down countless magic projectiles. Can aim with the analog stick.
Air	Flare Star (midair)	1	30	15	130	[Close] Set off 2 large blasts. Can aim with the analog stick. Additional Effect: wall rush
	Seraphic Star (midair)	11	30	15	130	[Mid] Toss spell causing massive explosion of energy. Additional Effect: absorb
	Force Symphony	19	30	15	130	[Long] Rain down magic on foe. Hold button for continued fire. Can aim with the analog stick.
	Ultima (midair)	36	30	15	130	[Long] Rain down countless magic projectiles. Can aim with the analog stick.

FINAL FANTASY X

TIDUS

Spry Striker: Dazzles opponents with swift dodges and speedy counters.

ALTERNATE

EX

ALTERNATE 2

EX MODE

EX BURST

- Blitz Ace: A flurry of attacks leading to a magnificent shot. Watch your timing and press ◉ when the cursor hits the center.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Mirror Dash: Active while running. Top running speed increases, deflecting weak magical attacks.
- Caladbolg (ATK): The higher the user's HP, the sharper the weapon's blade.
- Caladbolg (DODGE): The period of invincibility between dodging and attacking increases.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Sonic Buster	1	30	15	110	[Mid] Charging tackle. Deal more damage when close. Additional Effect: wall rush
	Dart & Weave (ground)	1	30	15	90	[Dodge] Leap, then dive at high speed. Evade attack on start. Effects: chase, dodge
	Hop Step (ground)	6	30	15	110	[Close] Distance self from foe. Weak but fast. Additional Effect: chase
	Sphere Shot	16	30	15	90	[Long] Hurl ball blazingly fast. Deal more damage when close. Additional Effect: wall rush
	Stick & Move (ground)	25	30	15	40	[Dodge] Turn, then throw sword. Evade foe's attack on start. Effects: chase, dodge
	Cut & Run (ground)	32	30	15	40	[Dodge] Retreat, then quickly charge. Evade attack on start. Effects: chase, dodge
Air	Hop Step (midair)	1	30	15	110	[Close] Distance self from foe. Weak but fast. Additional Effect: chase
	Wither Shot	1	30	15	90	[Long] Throw blitzball; ricochets off environment.
	Full Slide	3	30	15	110	[Mid] Midair charge. Deal more damage when close. Additional Effect: wall rush
	Stick & Move (midair)	12	30	15	90	[Dodge] Turn, then throw sword. Evade foe's attack on start. Effects: chase, dodge
	Dart & Weave (midair)	22	30	15	50	[Dodge] Leap, then dive at high speed. Evade attack on start. Effects: chase, dodge
	Cut & Run (midair)	28	30	15	40	[Dodge] Retreat, then quickly charge. Evade attack on start. Effects: chase, dodge
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Spiral Cut	1	30	15	130	[Mid] Spinning approach. Breaks down foe's defenses. Additional Effect: magic block
	Energy Rain (ground)	19	30	15	130	[Close] Kick foe, then fire magic. Slow, effective vs. any height.
	Quick Hit A	Mastery	30	15	160	Branching from Stick & Move (ground) [Combo] All-out flurry of attacks. Additional Effect: wall rush
	Quick Hit B	Mastery	30	15	160	Branching from Dart & Weave (ground) [Combo] All-out flurry of attacks. Additional Effect: wall rush
	Quick Hit C	Mastery	30	15	160	Branching from Cut & Run (ground) [Combo] All-out flurry of attacks. Additional Effect: wall rush
Air	Energy Rain (midair)	1	30	15	130	[Close] Kick foe, then fire magic. Slow, effective vs. any height.
	Slice & Dice	9	30	15	130	[Mid] Rush forward with swimming movement. Vertically limited, but charges a long way.
	Jecht Shot	36	30	15	130	[Long] Powerful triple kick. Long opening, but great range. Additional Effect: wall rush
	Quick Hit D	Mastery	30	15	160	Branching from Stick & Move (midair) [Combo] All-out flurry of attacks. Additional Effect: wall rush
	Quick Hit E	Mastery	30	15	160	Branching from Dart & Weave (midair) [Combo] All-out flurry of attacks. Additional Effect: wall rush
	Quick Hit F	Mastery	30	15	160	Branching from Cut & Run (midair) [Combo] All-out flurry of attacks. Additional Effect: wall rush

FINAL FANTASY X

JECHT

Brutal Blitzer: His ferocious melee strikes can be charged to savage extremes.

Characters
Game Basics
Story Mode
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

EX MODE

EX BURST

- Blitz King: A flurry of attacks leading to a splendidly impressive shot. Watch your timing and press ◉ when the cursor hits the center.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Full Combo: Even if the first hit misses the opponent, combos can be completed.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Jecht Rush	1	60	30	130	[Close] Hold button to start. Combo with timing, analog stick. Effects: chase, wall rush
	Jecht Block (ground)	4	30	15	100	[Block] Stops blows with powerful backhand. Does not deal damage. Additional Effect: block
Air	Jecht Stream	1	60	30	130	[Close] Hold button to start. Combo with timing, analog stick. Effects: chase, wall rush
	Jecht Block (midair)	24	30	15	100	[Block] Stops blows with powerful backhand. Does not deal damage. Additional Effect: block
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Jecht Blade (ground)	1	30	15	130	[Close] Masterful swordplay. Boost power by holding button. Additional Effect: wall rush
	Jecht Beam (ground)	12	30	15	130	[Close] Fires lasers from eyes. Short range, but fast.
	Ultimate Jecht Shot	36	30	15	130	[Close] Hurl meteors from sky. Boost power by holding button. Additional Effect: wall rush
Air	Triumphant Grasp	1	30	15	130	[Close] Grab foe and detonate. Boost power by holding button. Additional Effect: wall rush
	Jecht Blade (midair)	19	30	15	130	[Close] Masterful swordplay. Boost power by holding button. Additional Effect: wall rush
	Jecht Beam (midair)	28	30	15	130	[Close] Fires lasers from eyes. Short range, but fast.

FINAL FANTASY XI

SHANTOTTO

Chainspeller: Batters foes with incredibly powerful magical HP attacks.

EX MODE

EX BURST

- Play Rough: A flurry of attacks leading to a blast of terribly strong magic. Select spells from the menu. Fire-Water-Thunder-Earth-Wind-Ice deals maximal damage.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Manafont: Bravery is instantly replenished after landing a successful HP attack.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	A Couple Attacks	1	30	15	100	[Close] Triple two-handed strike with scepter, sending foe flying. Additional Effect: wall rush
	Bio (ground)	4	30	15	80	[Long] Darkness eats away at opponent's body, continuously stealing bravery for a set period.
	Bind (ground)	16	30	15	80	[Special] Make opponent unable to move. Foe is freed when hit by another attack.
	Stun (ground)	28	30	15	80	[Special] Cancel foe's attack. No attack strength, but instant. Different attack frees foe.
Air	Retribution	1	30	15	100	[Mid] Spinning two-handed blow, hurling opponent forward. Additional Effect: chase
	Bio (midair)	8	30	15	80	[Long] Darkness eats away at opponent's body, continuously stealing bravery for a set period.
	Bind (midair)	20	30	15	80	[Special] Make opponent unable to move. Foe is freed when hit by another attack.
	Stun (midair)	32	30	15	80	[Special] Cancel foe's attack. No attack strength, but instant. Different attack frees foe.
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Spirit Magic: Fire	1	30	15	120	[Long] Shoot forth flame sphere. Strength depends on bravery.
	Spirit Magic: Earth	1	30	15	110	[Long] Send boulders flying. Strength depends on bravery.
	Spirit Magic: Thunder	1	30	15	130	[Mid] Call down lightning on foe. Strength depends on bravery.
Air	Spirit Magic: Ice	1	30	15	160	[Long] Hurl ice shards forward. Strength depends on bravery.
	Spirit Magic: Air	1	30	15	150	[Long] Batter foe w/ violent winds. Strength depends on bravery.
	Spirit Magic: Water	1	30	15	140	[Long] Engulf opponent in water. Strength depends on bravery.

FINAL FANTASY XII

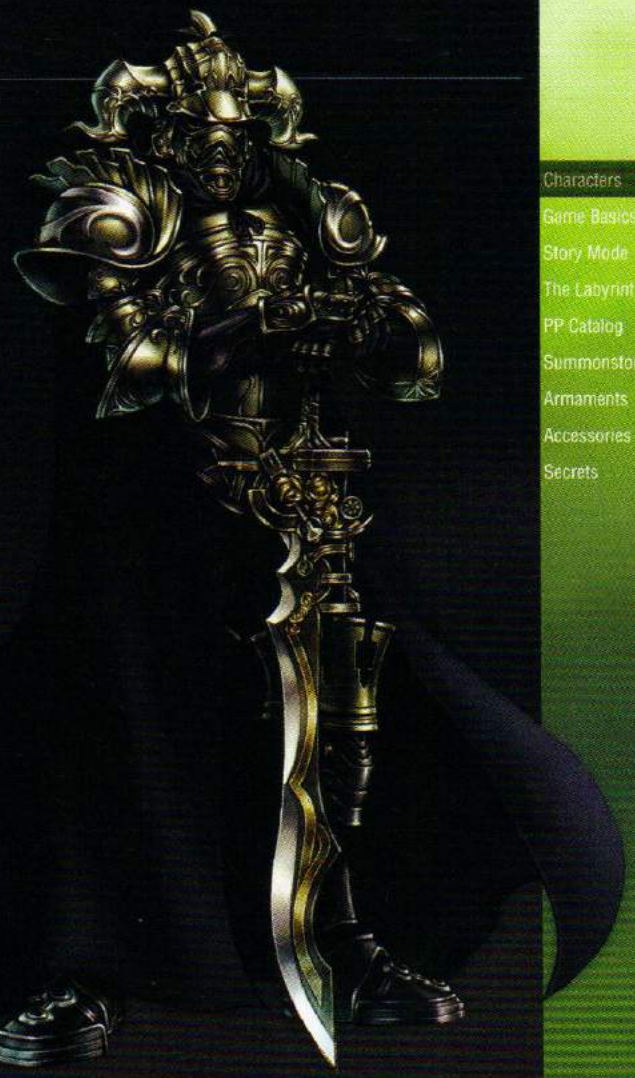
GABRANTH

EXecutioner: Passes sentence from beneath the Judge's helm.

ALTERNATE

EX

ALTERNATE 2



Characters
Game Basics
Story Mode
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

EX MODE

EX BURST

- Quickening: Blows embodying wrath itself. Shuffle options with R. Press ✕ to select moves to use.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Stray's Tenacity: Boosts stats and abilities, and greatly strengthens attacks.
- Jamming: Prevents opponent from gaining stage bravery after EX break.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground (Normal)	Sentence (ground)	1	20	10	90	[Mid] Swift slicing with linked weapons. Can close in on foe. Cancel attack with EX Charge.
	Lunge	4	20	10	90	[Mid] Charging attack. Charge follows opponent. Cancel attack with EX Charge.
Air (Normal)	Circle of Judgment	1	20	10	90	[Mid] Spin; create vacuum wave. Cancel attack with EX Charge. Additional Effect: absorb
	Sentence (midair)	8	20	10	90	[Mid] Swift slicing with linked weapons. Can close in on foe. Cancel attack with EX Charge.
Ground (EX)	Enrage	1	20	10	90	[Mid] Quick slash w/ shortsword. Slash with each button press. Additional Effect: wall rush
	Aero (ground)	1	20	10	90	[Long] Generate tornado. Slow speed, long duration. Effects: chase, absorb
	Gaia Breach	16	20	10	120	[Long] Send column of flame along ground. Homes in on foe. Additional Effect: chase
	Relentless Lunge	25	20	10	120	[Mid] Charge up to 3 times by pressing button. Additional Effect: chase
Air (EX)	Vortex of Judgment	1	20	10	120	[Mid] Create 3 vacuum waves. Can aim with the analog stick. Effects: magic block, chase, absorb
	Aero (midair)	1	20	10	90	[Long] Generate tornado. Slow speed, long duration. Effects: chase, absorb
	Rupture	12	20	10	90	[Rise][Dive] Pierce opponent. Direction depends on position. Additional Effect: wall rush
	Dual Rend	31	20	10	90	[Mid] Quick slash w/ shortsword. Cut long distance in one bound. Additional Effect: wall rush
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground (Normal)	EX Charge (ground)	1	30	15	150	Charge EX Gauge by holding button.
Air (Normal)	EX Charge (midair)	1	30	15	150	Charge EX Gauge by holding button. Cancelled when you touch the ground.
Ground (EX)	Innocence (ground)	1	30	15	120	[Long] 4 sword shockwaves fly toward foe at high speed. Effects: magic block, wall rush
	Execution	36	30	15	120	[Mid] Thrust sword; set off large explosion at sword tip. Effects: magic block, absorb
Air (EX)	Hatred	1	30	15	120	[Mid] Emit shockwave. Can aim with the analog stick. Effects: wall rush, absorb
	Innocence (midair)	20	30	15	120	[Long] 4 sword shockwaves fly toward foe at high speed. Effects: magic block, wall rush

DISSIDIA 012[DUODECIM]

FERAL CHAOS

The Omega and the Alpha. Instills boundless despair through the power of chaos.

Feral Chaos is unlocked by defeating him at the end of Scenario 000.

EX MODE

EX BURST

- Regnum Dei: An insurmountable force drags foes into a vortex of discord. Press R + ● to deal a damaging HP attack. Damage increases with greater bravery.

EX EFFECTS

- Regen: Vigor and stamina recover little by little, restoring HP.
- Critical Boost: Increases chance of bravery attacks dealing critical hits.
- Divine Might: All movement speeds are greatly increased.
- Brutal: Greatly increases ATK and DEF stats.

ABILITY LIST

BRAVERY ATTACKS	ABILITY NAME	LEVEL	CP	CP (M)	AP	HELP TEXT
Ground	Vicious	1	45	30	120	[Mid] Charge and pummel foe. Effects: chase, wall rush
	Spew	2	45	30	120	[Long] Summon magma at foe's feet. Effects: chase, wall rush
	Snarl	11	45	30	120	[Close] Bite foe twice. Effects: chase, wall rush
	Erupt	24	45	30	120	[Rise] High-speed leap. Hold button to keep rising. Effects: chase, wall rush
Air	Destroy	1	45	30	120	[Close] Swipe with claws and tail. Effects: chase, wall rush
	Splinter	4	45	30	120	[Long] Fire multiple shockwaves. Effects: chase, wall rush
	Brute Force	19	45	30	120	[Mid] Grab and shred foe. Effects: chase, wall rush
	Raid	27	45	30	120	[Dive] High-speed dive. Hold button to keep falling. Effects: chase, wall rush
HP ATTACKS	**ABILITY NAME**	**LEVEL**	**CP**	**CP (M)**	**AP**	**HELP TEXT**
Ground	Quo Vadis	1	75	50	120	[Mid] Throw super-fast punches. Can combo after wall rush. Additional Effect: wall rush
	Deus Iratus	8	75	50	120	[Close] Emit shockwave w/ roar. Repeatedly press for more hits. Effects: wall rush, block
	Via Dolorosa	22	75	50	120	[Close] Create two fire columns. Charge to delay second column. Additional Effect: wall rush
Air	Ventus Ire	1	75	50	120	[Close] Flap wings, generating turbulence. Additional Effect: wall rush
	Lux Magnus	15	75	50	120	[Long] Fire beams downward. Can aim with the analog stick. Additional Effect: wall rush
	Flagro Maximus	30	75	50	120	[Mid—Long] A massive explosion. Charge to increase range. Additional Effect: wall rush

GAME BASICS

For Dissidia newcomers, this chapter serves as an introduction to the various parts of the game.

GAME STRUCTURE

The main menu serves as your gateway to the world of Dissidia. From the main menu, you can quickly dive into the meat of the game: Story Mode, Battle Mode, and Communications Mode.

You can also access the PP Catalog, Collection, Data Config, and Options.

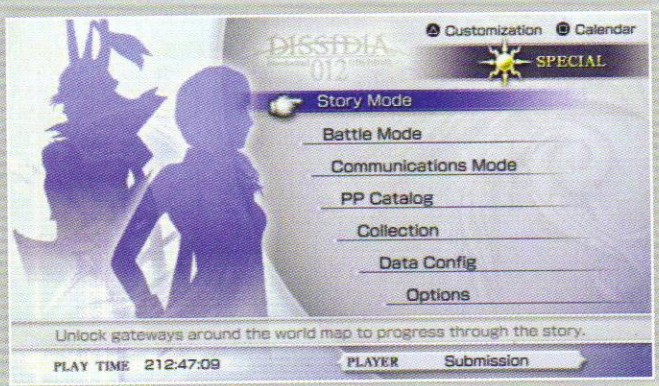
STORY MODE

Story Mode is the heart of Dissidia, especially if you are a new player.

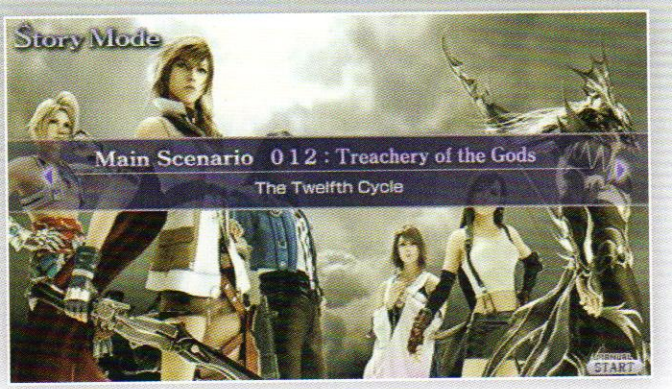
SCENARIOS

There are three main story Scenarios in Dissidia 012[duodecim]: Scenarios 012, 013, and 000. Each explores a cycle in the saga of the Dissidia world.

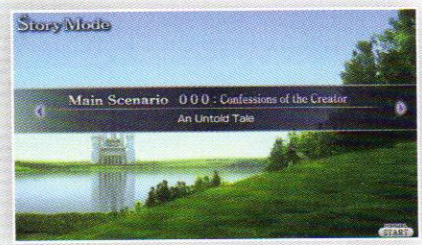
Initially, only Scenario 012 is accessible to you. Completing Scenario 012 unlocks 013, and completing 013 (or purchasing an unlock from the PP Catalog) unlocks Scenario 000.



Scenarios 012 and 013 chronicle the adventures of the warriors of Cosmos, divided into one chapter for each character, plus a prologue and epilogue.



Scenario 000 has a very different structure—it is a free-roaming scenario, where you are allowed to roam the world map and choose your own adventure.



MANIKIN STATISTICS

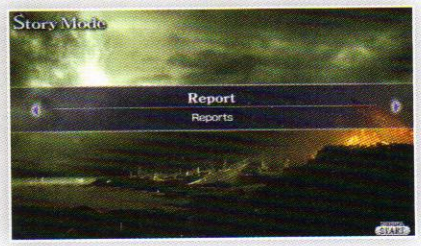
Keep in mind that while we have recorded the basic statistics for all Manikins in all gateways throughout the game, their stats *do* change depending on their randomized equipment.

Their accessory loadout does *not* change, however, so you can use their accessories list to give you an edge in battle. With practice, you can quickly determine if you should be fighting up close, at a distance, going for a quick finish, or using Assist or EX Mode setups against the Manikin in question.

There are other differences between the various Scenarios: see the main story walkthrough chapters for more details.

REPORTS

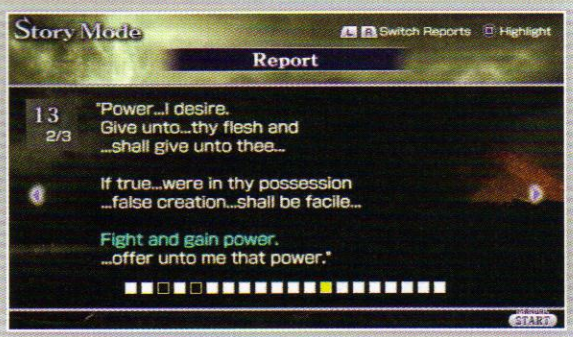
Reports are a special section, a sort of backstory to the events in Dissidia.



Once unlocked, each Report can be read to give you more insight into the world. In addition to seeing a collection of short notes that tell a tale, you can also press Square to highlight aqua-colored text within a Report.

Selecting such colored text triggers a brief cutscene, a story vignette, or even a short battle. For the Reports that have battles, you must have the character that is discussed in the Report unlocked.

Report 08 is special—completing it unlocks two new characters for you to play: Prishe and Gilgamesh! Visit the Reports section of the Secrets chapter to get a full breakdown of how to unlock every Report in the game.



BATTLE MODE

Battle Mode is where you go when you just want to get in a few fast fights without worrying about the story.

QUICK BATTLES

Quick Battles are exactly what they sound like—you vs. a single enemy in one-on-one combat, or your party against an enemy party. This mode is perfect if you don't have much time to play and just feel like getting in a quick match. These fights are also ideal for two special purposes: leveling up your low-level characters, and practicing playing characters you are not familiar with. Party battles allow you to take a group of up to five characters against an enemy party, and you can compete in Tournament or Round-Robin style. You can save up to five different parties and their configurations in Party Settings, which is a nice way to keep several setups ready.

PARTY JOBS

When fighting in Quick Battle (Party), it is possible to configure your party members with special Jobs—these are *not* the same as the Job Cards that are present in the Labyrinth. Instead, these are Jobs you can choose for your party members, each granting a small bonus. In addition, when you win a party battle, you leave a "mark" of the Job you won the fight with, and this mark can be combined with others to form Advanced Jobs, assuming you continue to win battles. If you lose a battle, however, the Advanced Job is lost. Advanced Job bonuses are added on *top* of the bonuses of a Basic Job.

Two of the Advanced Jobs, Ninja and Sage, require the combination of *three* Basic Jobs, unlike the rest which require two each. Ninja gives powerful Assist Gauge bonuses, while Sage gives powerful EX Gauge bonuses, making them opposed to one another.

BASIC JOBS

ICON	TITLE	BONUS
FL	Freelancer	No bonus effects
WR	Warrior	ATK +3
MO	Monk	Physical Attack Power x1.5
TF	Thief	Initial EX & Assist Gauge +50%
DK	Dark Knight	ATK +5 & DEF -3
DG	Dragoon	Jump Boost & Drain 10% HP
WM	White Mage	Bravery Recovery x2
BM	Black Mage	Magic Attack Power x1.5
SM	Summoner	Summonstone Use +1
MM	Mime	Add foe's advanced job effect

ADVANCED JOBS

ICON	TITLE	COMBINATION	BONUS
KN	Knight	WR+WM	ATK +2 & DEF +2
SA	Samurai	WR+DG	Iai Strike with first strike
BR	Berserker	MO+DK	Initial Bravery x2
MK	Mystic Knight	BM+DK	All damage 1/2, attacks x2 while in critical condition
NJ	Ninja	WR+MO+TF	Assist Gauge completely filled and depletes at a slower rate
SG	Sage	WM+BM+SM	EX Gauge fills twice as fast

ARCADE MODE

Arcade Mode allows you to play a course of Quick (three battles) or Standard (five battles), or compete in Time Attack (10 battles).

Quick battle sets your character randomly for each fight, while Standard and Time Attack allow you to use preset or custom characters of your choice.

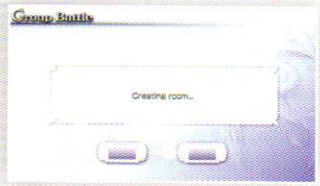
Arcade Mode grants special rewards for completing each course; see the Arcade Mode Rewards in the Secrets chapter for more info.

LABYRINTH

The Labyrinth is a special "dungeon" of sorts that is unlocked by completing Scenario 012. See the Labyrinth chapter for full details, but in brief, the Labyrinth is a 99-floor dungeon that can power up your characters, and you can find rare and powerful items, all while facing some of the toughest battles in the game.

COMMUNICATIONS MODE

Communications Mode is where you go when you want to tackle your friends through ad-hoc.



Don't fret if you don't have any Dissidia buddies around —you can still face off against the ghosts of 'Friend Cards,' which are cards that contain character data for past opponents that you have battled in multiplayer. You can also acquire Friend Cards by exchanging letters with the friendly Moogles from Mognet!

Communications Mode has the same options as Quick Battles, where you can face other players through ad-hoc in one-on-one or party battles (with multiple players filling each party!)

All wireless battles can be fought with preset or custom characters.

ARTIFACTS

Artifacts are special items that only show up after a wireless battle (or from a Friend Card fight). These items are marked with a hammer icon, and you can rename each item one time.

Each time an artifact passes to a new player and has its name changed, it gains new attributes. Over time, artifacts can become very powerful and unique items, since they "remember" their last 50 owners. You can only carry 20 artifacts at a time, so sell them off from the Artifacts menu when you want to acquire new ones.

BONUS SCHEDULE

Dissidia keeps track of your playtime on its internal calendar. This has a few effects, specifically: your Bonus Day occurs once a week—and each day of the week, you can gain bonuses to EXP, gil, AP, and PP, once the upgrades from the PP Catalog are purchased.

TIME TRAVEL

Remember that you can change the PSP's internal clock at any time. By changing the clock, you can have a permanent Bonus Day active, and quickly advance Mognet letter progress to acquire bonus PP easily and early in your Dissidia career.

BONUS DAYS

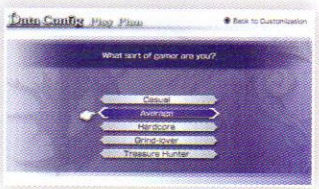
Once a week, your Bonus Day is active. During this day, ALL bonuses you have purchased from the PP Catalog are active, *and* you gain an additional bonus—anything from cheaper items in stores to a higher rate of Battlegen or item drops.

You can change your Bonus Day at any time; pick whatever day of the week is best for you to play Dissidia the most!

PLAY PLANS

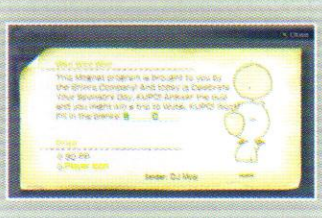
On your Customization screen, you can modify your "Play Plan," which chooses a Chocobo Course. This course is active during most battles in Dissidia. As you fight battles, the Chocobo travels along the course, occasionally acquiring a bonus that gives you an experience multiplier on your next fight.

When your Chocobo reaches the end of the course, you receive a bonus item. These items are breakable accessories that give an experience bonus. Because you are likely to acquire many of these accessories, it is a good idea to use them without worrying about "wasting" them. Any characters you're trying to level, go ahead and equip them!



MOGNET

Every day, the friendly Moogles at Mognet send out new letters to their friends—and this means you! These letters are often friendly greetings with small bonus PP or breakable accessories attached. Occasionally you may receive a letter that requires a response. Depending on the answer you give, you may get a variety of rewards. See the Mognet section in the Secrets chapter for a complete breakdown of all Mognet letters.



REWARDS

Dissidia is loaded with things to acquire, and there are many ways to be rewarded, or to purchase new items and unlock new features.

SHOP

The most basic and common place to acquire new items is to simply visit the Shop under the Customization screen for any character. You can reach this screen almost anywhere in the game. This means you can buy, sell, and trade items during a Scenario, before a Quick Battle, or in the Labyrinth.

Items in the shop are acquired in one of two ways: you can buy them outright with gil, or you can trade for them. New items in the Shop are constantly unlocked; gaining levels, buying items, and finding new accessories continuously generates new items for you to acquire in the Shop until everything is unlocked.

See the Armaments chapter for a full list of items you can acquire in the Shop—and elsewhere in the game.

PP CATALOG

The PP Catalog is a special type of store that only accepts one type of currency: PP. You earn PP by completing battles, in letters from Mognet, and from Medals you cash out when you leave the Labyrinth.

The PP Catalog has a wide variety of unlocks that affect all areas of the game. You can acquire new music to play in the Jukebox, new stages to use in Quick Battles, new characters, alternate outfits, Calendar bonuses, and many other items. Visit the PP Catalog chapter to get a full list of all the items available.

COLLECTION

While many items you unlock and acquire are used in battle, some are solely for fun.

CREATION

Creation is a special menu that has two different options: Original Quests and Battle Replays.

Battle Replays are just what they sound like—you can record your battles (anywhere in the game) and then review them here. Best of all, you can save any replay as an AVI file and then upload it to share it online with your friends!

Original Quest is a special feature—you can create a new "Quest" that is a combination of battles and short stories using player icons, text, background music, and a stage backdrop to tell your tale.

It is also possible to share Quests in multiplayer, so you can pass around Friend Cards and Quests with one another.

MUSEUM

The Museum holds all the fun extras you can unlock.

Theater: View cutscene movies from Story Mode.

Jukebox: Listen to background music and voice samples purchased from the PP Catalog.

Character Files: View information on the characters; more is revealed as you progress through Story Mode.

Summon Compendium: View information about summoned beasts. Obtain Summonstones for new entries.

Player Icons: View images available as Player Icons for Friend Cards or Original Quests.

Records: View records of your various achievements.

CHARACTERS

The characters that make up the roster of Dissidia 012[duodecim] are the heart and soul of the game.

With so many different characters to play, you can spend hours simply experimenting and learning their moves, as well as all the possible combinations of equipment, abilities, accessories, summons, and Assists.

ABILITIES

The defining traits of characters are highlighted in their ability list. Every character has a unique set of bravery and HP attacks, in addition to a set of supporting abilities common to all characters.

COMBAT ABILITIES

You can configure up to six different bravery and six different HP attacks per character. Bravery attacks are performed by pressing ●, while HP attacks use ■. Pressing toward your opponent, away from them, or not pressing the analog stick while you push the button determines what attack you use.

Visit the Characters chapter to get a full list of what moves each character is capable of learning. Every different combat move has unique properties. Some are fast, some are slow; they have different areas of effect, different properties if they hit or miss; some can be charged or aimed, some break blocks or dodge while attacking, and so on.

Whenever you decide to play new characters, take them to Quick Battles and spend a little time practicing with their moves to get a basic feel for their style. In general, most characters specialize in one aspect of combat, be it up close, long range, on the ground, in the air, or something else entirely. Once you have a good grasp of their basic style, incorporating their new moves becomes much easier.

Story Mode scenarios guide you through all of the Cosmos side characters, and provide an excellent and slow introduction to those characters, but there are many other characters you can unlock that do not have Story Mode chapters—which is why you should use Quick Battles to gain some familiarity with new characters before you take them into Scenario 000, the Labyrinth, or even wireless battles against friends.

BASIC ABILITIES

In addition to the unique combat moves each character learns, *all* characters learn a set of shared basic supporting abilities. These abilities provide basic combat mobility, evasion, and defense, as well as some specialty abilities that provide offensive or defensive boosts during specific situations.

There are three types of basic abilities: *Actions*, *Support*, and *Extra*.

Action abilities are evasion, blocking, aerial recovery, wall jumps, air or ground dashes, and upgrades to jumping, movement speed, and evasion effectiveness.

Support abilities are a few targeting assist abilities and several abilities that are *automatic*, allowing you to leave certain aspects to be handled by the AI; you can turn on automatic Assist targeting, automatic chasing, automatic EX usage, and so on.

In general, using most of the Auto-Abilities is not recommended (unless you are just starting out!), because you can almost always make better decisions than the AI, once you are familiar with combat. With that said, don't hesitate to turn these abilities on when you are still learning the game. By seeing all of your combat options performed automatically, you can learn *why* and *when* you should use an aerial recovery, chase, or EX Burst.

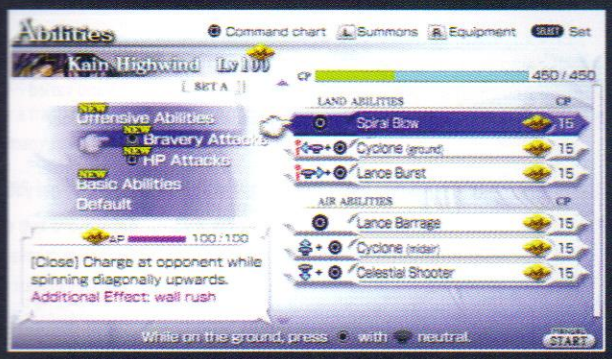
Finally, extra abilities are very nice passive boosts. Almost every one of these abilities provides you with a means of boosting your critical hit rate, denying your opponents extra abilities, or converting EXP to HP, bravery, EX Force, or Assist Gauge—useful once you hit level 100! Much later in the game, you can also acquire special extra abilities that allow your characters to equip items they cannot normally use. Most of these abilities are very straightforward—you simply equip as many as you can, up to your capacity limit. Some, however, are either mutually exclusive, or not appropriate for the character you are playing.

As an example, there are several different types of Air Dash you can perform by pressing **R** + ▲. One moves you toward your opponent, one moves you away, and one lets you choose the direction you move, at a greater CP cost. Dashing toward your opponent is great if your character is a close-range specialist, but not such a good idea if you have almost exclusively medium- and long-range spells equipped! Spend time experimenting with your ability loadouts. They allow a lot of flexibility, and a good part of the fun in Dissidia is playing with your character's ability configuration.

ATTACK ASSIGNMENTS

A great way to configure your abilities when you are just beginning to learn the game is to set your *close-range* moves to forward, your *long-range* moves to backward, and your *medium-range* or *easy* moves to neutral.

This basically ensures that you don't accidentally wind up using long-range moves with slow windups and long recoveries at short range, while if you do accidentally push forward while charging an enemy with an Air Dash, you only use a quick close-range move.



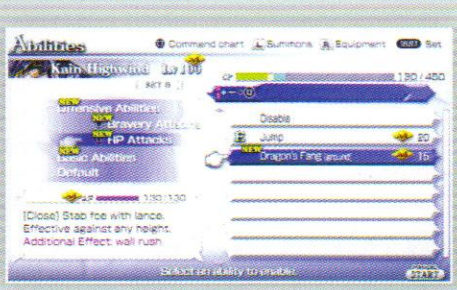
CAPACITY AND MASTERY

All abilities, including bravery attacks, HP attacks, and supporting abilities, have a Capacity Points (CP) cost, and each character has a maximum capacity for abilities that they can use at the same time (characters have the same maximum, 450).

When you successfully defeat an opponent in battle, you earn Ability Points (AP), which feed into your abilities. Earning enough AP for an ability allows you to *master* it.

Mastered abilities have a reduced CP cost to equip, *and* they unlock new abilities. Combat Abilities can acquire branching sub-moves, while support abilities typically gain improved upgrades or unlock more advanced moves.

This process is all automatic and behind the scenes. All you need to worry about is periodically visiting your characters' ability screens and updating their active abilities from time to time.



ITEM SETS

Every character can have up to five item sets configured. This allows for five completely different ability/equipment/accessory/summon/Assist configurations. Take advantage of this feature—simply tapping **Select** while on the configuration screen allows you to swap sets.

COMMON SETS

If you're a total newcomer, this tip may not make much sense to you now, but keep it in mind as you get further into the game.

Configure your first item set to be a general damage-boosting configuration.

Configure the second to be an *EX Force* boosting configuration.

Configure the third item set to be an *Assist* boosting configuration.

The reason for the EX and Assist configs is that in Dissidia, EX Mode and Assists are diametrically opposed—Assists can defeat EX Mode—equipped foes.

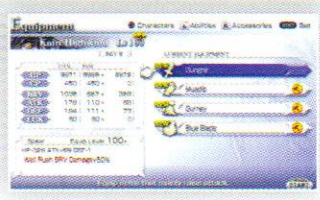
It is also possible to set up a strong defense-boosting config, though in general, offense is more valuable than defense in most areas of the game, given the sheer number of battles you must face. An additional defense configuration can be useful for certain parts of the Labyrinth. Spend some time with the game, then revisit this tip—it should make more sense to you once you have seen how the CPU opponents are configured!

EQUIPMENT

Equipment provides raw bonuses to ATK, DEF, HP, and BRV. These are the most basic boosts provided by equipment, and as you begin to level your characters and unlock new items, simply equipping the best gear you can is enough to get started.

As you acquire more items, you eventually begin to accrue special bonuses—these items are much more valuable than simple raw stat bonuses, as they can combine with your accessories to produce a very powerful focused effect.

Beyond item bonuses, there are also equipment *sets*, or special equipment pieces that, when combined, produce a larger overall bonus. Visit the Armaments chapter for a full breakdown of all equipment in the game, as well as the item combination bonuses. You can browse through the equipment to find items that match up well with your character and your accessory configuration. A strong combination of equipment and accessories can make your character *very* powerful—important when tackling the over-level-100 enemies in Scenario 000 and the toughest areas of the Labyrinth.



ACCESSORIES

Accessories are special items that assign unique bonuses to your character. Basic accessories give small stat bonuses; booster accessories provide conditional multipliers to basic accessories; and special accessories provide special bonuses but often break after combat. Trade accessories provide small bonuses (usually to luck), though their primary purpose is to be traded in the Shop for new items. Up to ten accessory slots can be unlocked by trading in Rosetta Stones at the Shop. You can acquire new Rosetta Stones by purchasing them from Moogle Shops located in the various Story Mode scenarios.

Accessories can provide *very* powerful boosts. By combining strong basic accessories with a carefully chosen set of booster accessories, you can link large multipliers to your basic boosts. Combine these bonuses with your equipment bonuses, and you can get tremendous increases to bravery damage, EX or Assist effectiveness, your defenses, or other special effects.

Early in the game, you lack access to many booster accessories, so most of your bonuses come from simple basic accessories (or even trade accessories acquired through Battlegen in combat). As you progress through the Story Mode and spend time battling, you unlock more and more booster accessories, as well as more powerful and varied basic accessories. Once you have access to a larger stock of accessories, spend some more time tinkering with your configurations to squeeze the most power out of your available accessories.

Special accessories are also important: use them for tackling very difficult fights in Scenario 000 or the Labyrinth. Even if they break, they've served their purpose if they get you through the fight. You can always find or create more of them later!

SUMMONSTONES

The Summons menu allows you to set your preferred priority for Summonstones, and equip one.

ASSISTS

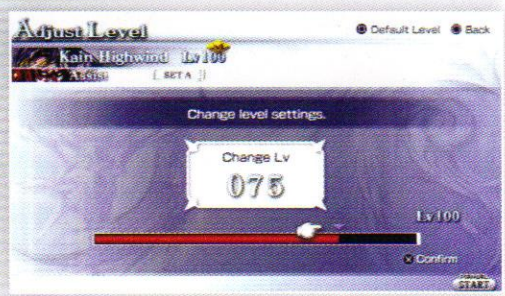
The Assists menu allows you to choose your preferred Assist for your character, to be used in Quick Battles.

LEVEL ADJUSTMENT

It is possible to lower the level of your characters at any time through this customization option.

Why would you do this, you ask? Because in both Story Mode and the Labyrinth, there are areas where you either *must* be lower level, or you may *want* to be lower level.

In Story Mode, once Scenario 012 is completed, a special feature for gateways known as the *Bonus Line* is unlocked. The Bonus Line is simply a recommended level for a gateway. If your character is below this level, you gain one bonus KP for every level below it, and if your character is above, you lose one KP for every level above. If you aren't concerned about KP, there is no penalty at all for playing through any scenario at level 100, but if you are trying to earn KP, tackle gateways at or below the Bonus Line. In the Labyrinth, on the other hand, there are certain doors that only unlock if you defeat an opponent that is higher level than you.



Additionally, the Medals awarded for defeating opponents in the Labyrinth are modified by your level—the greater the difference between levels in your opponents' favor, the more Medals you earn. Changing your level is not a difficult process: visit the Customization Menu; raise or lower your level; done!

COMBAT

Combat is, of course, where you spend most of your time in Dissidia. Fighting in Dissidia is not difficult to learn, but we've prepared this section to give you some pointers on various aspects of battle.

BRAVERY AND HP

Every character in Dissidia has a level of current *bravery*, and a total *HP*.

In addition, the *stage* you are fighting on has its own special *stage bravery*. This value is only a fraction of both fighters' initial bravery values, though it can change during battle for many reasons.

To win a fight, you must reduce your opponent's HP to 0.

Note that bravery damage caps out at 9999, but HP *can* go beyond 9999, with powerful equipment at high levels. This means that even with the strongest setups, it may take two successful HP attacks to finish off a really tough enemy.

BRAVERY ATTACKS

Bravery attacks are your "normal" attacks. They are typically faster than HP attacks, and have good area of effect, speed, or other properties that make them easy to use. These attacks drain your opponent's bravery, increasing your own. Think of bravery attacks as a tug-of-war, pulling bravery totals in one direction or the other.

Driving your opponents' bravery below 0 does *not* defeat them; instead it causes them to enter a state known as a *Bravery Break*. Breaking an opponent's bravery has two effects: First, it gives you **all** of the current stage bravery as a bonus to your bravery; and second, while broken, your opponent's attacks deal no damage.

It is common to finish a fight by continuously using bravery attacks to perform a Bravery Break on your opponents, and then finish them with a single strong HP attack. Should you or your opponents have bravery broken, it regenerates gradually until the Bravery Break state wears off.

HP ATTACKS

HP attacks are your finishers. These moves deal actual HP damage, but they are also typically more difficult to hit with than bravery attacks. Many HP attacks have long startup or cooldown periods, limited range, or limited tracking. Knowing when to use an HP attack is part of your learning process while playing Dissidia.

The best time to land an HP attack is usually just after dodging or blocking an opponent's attack (especially an opponent's HP attack). HP attacks deal damage equal to your *current* bravery. After performing a *successful* HP attack that hits your opponent, your bravery temporarily drops to 0.

Say both fighters have 800 bravery and 2000 HP. If you hit with an HP attack immediately, you deal 800 HP damage, and your bravery temporarily drops to 0. If instead, you performed several bravery attacks first, you might end up with 1200 bravery while your opponent now has 400. Performing an HP attack would then deal 1200 damage, and your bravery drops to 0 again. Finally, if you had continued to attack your opponent with bravery hits until their bravery is below 0, you would instantly gain stage bravery as a bonus on top of your 1600 bravery, likely pushing you above 2000 total bravery, and allowing a single HP attack to finish the battle!

HP attacks have an additional special effect: during the period in which your bravery is recovering to its base value, your bravery attacks are all critical hits. This can give you a chance to quickly rack up bonus bravery after landing an HP attack.

You must be careful after landing an HP attack however, because while dropping your bravery temporarily does not cause a Bravery Break, if your opponent lands *any* bravery attack, you instantly enter a Bravery Break state, and they gain stage bravery as a bonus.

A fair number of HP attacks *clash* with your opponent, should they both be used at the same time. If you and your opponent hit with certain HP attacks at about the same time, you are both knocked back and momentarily stunned from the force of the impact.

BRANCHING ABILITIES

At higher levels, many characters learn branching abilities. These abilities are often bravery attacks that can then be chained into HP attacks.

These abilities are very powerful, because bravery attacks are almost always easier to hit with than HP attacks, and having such a branching ability equipped guarantees that should you land your bravery attack, you always have the option of landing an HP attack immediately afterward.

Take a look at the Characters chapter to see which characters learn branching abilities—you should definitely take the time to level up at least one, so you can experiment with them in battle.

CHASES

Some abilities have the "chase" property. After landing a hit with these abilities, you are given the on-screen prompt to press ⊗. Doing so triggers a *chase*.

During a chase, you press ⊗ to lunge at your opponents in midair while they are reeling, and then when you are close, you can press either ○ or □ to immediately perform a bravery or HP attack.

If you land a bravery attack, you can then perform another instant chase, and again perform another bravery or HP attack. You can repeatedly land bravery attacks if your opponent does not dodge, ending the chase when your opponent smacks into a nearby surface. A single HP attack ends the chase.

Chase attacks can be *dodged*. If you are the victim of a chase attack, you can dodge the enemy's attack, and if you do, you can immediately perform a counter-hit and begin to chain the opponent, instead! This also applies to your opponents, so if you land a chase attack and they dodge, they then get a chance to retaliate against you.

It is entirely possible to have a lengthy series of dodges in midair while both fighters try to land a hit, ending only when one fighter successfully lands an HP attack, or enough bravery attacks knock one or both fighters out of the air.

To dodge attacks, it is important to know this simple trick: bravery attacks during chases are always *fast*, while HP attacks are always *slow*, just like combat abilities.

Dodging a bravery attack on reaction can be difficult, but you can almost always dodge an HP attack if you wait for it. Doing this means you are likely to be hit by any bravery attacks your opponent throws out, but if you are already in a Bravery Break state when you enter the chase, the only attack you care about avoiding is a lethal HP attack.

If your bravery levels are relatively even and you aren't concerned about HP damage, try to dodge more quickly to avoid the bravery attack. Doing so lets you retaliate immediately and turn the chase in your favor.

Chase attacks can be useful tools, as they allow bravery attacks to be "converted" into HP attacks. By landing an easy-to-hit bravery attack with a chase property, you can then finish a boosted HP attack from the extra bravery damage during the chase.

However, one warning about chase battles: very high difficulty CPU opponents, such as those in the later parts of Scenario 000 and the Labyrinth, are *very* good at avoiding chase attacks. This doesn't mean they are impossible to hit—just difficult. Make sure your own dodging skills are up to par before making chase attacks part of your strategy in those areas.

WALL RUSH

Wall rush attacks are powerful blows that slam your opponents into a wall, floor, or ceiling. Such directed attacks typically send your opponents flying away, up, or down, and if they impact a surface, they suffer an additional 25% bravery damage from the impact. Wall rush abilities can be powerful tools for dealing additional damage, but their utility is heavily dependent on the stage you are battling on.

An enclosed level that has many surfaces at short range makes wall rush abilities stronger, while wide open outdoor stages make most wall rush abilities less effective (though downward-rushes can still be used to land ground impacts).

BLOCKING AND DODGING

Blocking or outright evading your opponents' attacks is an extremely important part of combat in Dissidia.

As a general rule, *bravery attacks can be blocked*, and *HP attacks cannot be blocked*.

This is not universally true; there are some exceptions, but in general, it holds up across most characters and most moves.

BLOCKING

To block an attack, simply press **R**.

Bravery attacks are very fast, so you should perform blocks when at close range and when you are unconcerned about taking HP damage, or at long range when an easy-to-spot bravery attack is inbound. Projectiles from long-range bravery attacks can actually be reflected by blocking them at the last moment.

After blocking an attack at close range, your opponent staggers backward, and if you counter-attack immediately, your hits become critical hits! As a result, blocking aggressively early in an engagement when bravery totals have not skyrocketed can be an effective tactic to Bravery Break your opponent.

Once your opponents' bravery total has reached a dangerous level, you should rely solely on evasion until you can neutralize their bravery. Some attacks have block properties, making them very powerful offensive tools, as you can use them at close range with the assurance that enemy bravery attacks cannot stop you.

DODGING

Evasion is performed by pressing **R** + ⊗. Pushing the analog stick in any direction causes your character to dodge in that direction.

Dodging has temporary invincibility during the very earliest moments of the evasion move, but against lengthy attacks, you may still get hit by the tail end of the move if you don't evade in the proper direction.

At shorter ranges, try to evade toward your opponents so you can retaliate while they are still attacking. At medium or longer ranges, try to evaluate the attack and dodge in a manner that avoids the attack entirely, so you don't get hit when your invincibility wears off.

There are Extra abilities that can boost the effectiveness of your dodges, and some characters actually have *attacks* that evade as part of the move.

MOVEMENT

Getting around the stage is very important. All characters can move around simply by pushing the analog stick in the direction you wish to move, and you can jump by pressing ⊗. All characters can double jump and some can perform even more jumps.

You can also press ▲ to perform a *Quickmove*. This move is context-sensitive. If you Quickmove near a wall, you begin wallrunning or climbing along the wall in any direction you wish.

Hitting Quickmove near a railing of any sort allows you to grind along it. You can perform these grinds on many surfaces on just about any level.

When near an object that you can Quickmove on, a set of yellow arrows appears to notify you.

All characters can also use Air Dash abilities. Performed by pressing ▲ during a Quickmove, or **R** + ▲ at any time, you can continue to hold ▲ to extend the dash.

There are several different types of Air Dash abilities, allowing you to dash on the ground or in the air, during a Quickmove, in any direction, or toward or away from your opponent. Experiment with each to see which best suits your current character.

Air Dashes and Quickmove grinds (but not wallruns) also have the property of nullifying weak enemy projectiles. This prevents characters with fast-firing but weak projectiles from keeping close-range characters at a distance easily, so don't hesitate to charge through projectiles!

Should two characters smack into each other during a Quickmove grind, both are knocked back and repelled.

EX DASHES

Remember that you can Lock On to an EX Core and Air Dash toward it by quickly tapping **L** to Lock On to the Core when you see the screen flash (as long as you have EX Core targeting enabled in your ability list).

Once Locked On, simply Air Dash repeatedly toward it, as long as you have any dash that lets you move forward!

EX MODE

During battle, small white-blue spheres of energy are released from combatants when landing damaging moves. By collecting this EX Force energy, you can fill your EX Gauge.

Once your Gauge is full, you can activate EX Mode. EX Mode is a special powered up state that any character can reach by pressing **R** + ●.

During EX Mode, a character gains boosted powers. All characters gain HP regeneration and a heavy boost to critical hits.

Each character also gains one or more special unique EX Mode powers—see the Characters chapter for a full list of these abilities.

The EX Gauge drains continuously while in EX Mode (though there are items and accessories that can extend it), so you only have a limited amount of time to make use of your boosted power level.

EX BURST

As if the power increase wasn't enough, you can also perform an *EX Burst* while in EX Mode. This is done by landing an HP attack and then pressing ● while the on-screen prompt is visible. Note that you *do not* have to perform an EX Burst; you can simply let the timer on the prompt vanish, and you remain in EX Mode.

EX Bursts are powerful offensive moves that deal repeated bravery hits and finish with a powerful HP attack. A well-timed EX Burst can finish off an opponent with ease.

Every character has a different type of command that must be input during the EX Burst to maximize the damage of the move, while the character being *hit* by the move can reduce the damage somewhat (if the player rapidly taps the ● button).

EX CORES

Periodically during battle, an *EX Core* appears randomly on the stage. This white-blue bell—looking object then rapidly sucks up all loose EX Force on the stage, growing wings as it absorbs the orbs. You can use the wings as a quick visual gauge as to how much EX Force you can acquire by picking it up.

When an EX Core appears, you should Air Dash toward it immediately, unless you are in the process of finishing your opponent! Once near an EX Core, if your opponent is nearby, grab it immediately, but if your opponent is farther away, wait for a moment while the EX Core finishes siphoning up all of the EX Force on the stage, then claim it for the maximum EX Gauge gain.

EX REVENGE

Triggering EX Mode while you are being hit causes a timestop to trigger, allowing you to break free from a combo and pummel your opponents in retaliation while they are frozen in place. Be aware that using EX Revenge completely drains your EX Gauge, so this should only be used if you are in danger of losing the fight, or if you are certain that the free combo from EX Revenge can end the battle in your favor.

ASSISTS

Assists are a special new feature in Dissidia. By picking an Assist Character (for Quick Battles or the Labyrinth), or by having an assist Character present on the battleboard (during Story Mode scenarios), you can call in a friendly character to perform a bravery or HP attack in mid-battle. To perform an assist attack, you must charge the Assist Gauge. The Gauge charges automatically by performing attacks, and drains when you are not aggressive: Assist configurations favor the bold!

The Assist Gauge has two parts: when the first part is charged, you can perform a bravery assist attack, and when both parts are filled, you can make use of an HP assist attack.

Assists are very useful tools—first because you can use them to deal out devastating combinations that are almost unavoidable by timing them well, and second because an assist attack that hits opponents in EX Mode *instantly* breaks their EX Mode status! Be wary, however. While Assists are powerful and useful, they are vulnerable when they are on the field. Should an Assist be targeted and hit with an attack when it is activated, you go into an Assist Break state, and your Assist Gauge is locked out for a short period of time.

There is an extra ability that allows you to automatically lock on to enemy Assists. Equip this ability to increase your chances of nullifying an opponent's Assist during battle.

Assists use different attacks, depending on whether you or your opponent are in the air or on the ground, but the attacks they use are otherwise fixed.

The best time to trigger an Assist to score additional hits is usually during a lengthy multi-hit move of your own, or an attack that has a wall rush property—you can follow up the wall rush hit with an instant assist attack that continues the combo, allowing you to deal greatly increased bravery damage, or score an HP attack.

Spend some time experimenting with the various attacks in Quick Battles against low-difficulty opponents so you can develop a feel for how their attacks strike. With practice, you can integrate them into your combos, especially with the characters you are most familiar with.

SUMMONSTONES

Summonstones are scattered throughout the Story Mode, Moogle Shops, and in the Labyrinth—powerful items that grant your characters the ability to summon mighty creatures of the Final Fantasy universe.

There are three types of Summonstones: AUTO, Manual, and Counter. AUTO Summonstones trigger automatically when certain battle conditions are met, while Manual Summonstones must be activated by pressing **R** + ◎. Counter Summonstones are automatically triggered when the opponent activates a Summonstone.

Summonstones have limited number of uses before they must recharge for several battles. AUTO Summonstones generally have more uses and a faster recharge than Manual Summonstones, but you lose the ability to precisely control their activation at the most beneficial moment.

Summonstones have a powerful one-use effect that can be triggered during battle. Typically, these abilities have an effect on bravery values—yours, your opponents', or the stage bravery. Some summons can cause instant Break, prevent bravery from rising or falling, greatly increase or decrease bravery, randomly change it, or cause other, more unusual effects.

Each character can equip a "reserve" of up to five Summonstones, set with a priority from 1 to 5. When your current Summonstone is exhausted, the highest priority recharged Summonstone is automatically equipped. As with items and accessories, once acquired, a Summonstone can be equipped and used by *all* of your characters.

Summonstones should be used to either *complement* your equipment and accessory loadout and playstyle, or to *counter* a very difficult enemy's summon, equipment, or accessory setup.

There are quite a few Summonstones that are useful simply as bravery boosters, and these should be your "default" Summonstones in most situations. It is only when you run into difficulty that you should re-examine your Summonstone choice to pick the best tool for the job at hand.

See the Summonstones chapter for a full breakdown on summon abilities.

CRITICAL HITS

Critical hits can occur randomly, but they always occur during specific situations.

When in EX Mode, you have a 50% chance of scoring a critical hit.

After blocking an opponent's attack, if you immediately Counterattack, your hits become critical.

After landing an HP attack, if you hit your opponent with a bravery attack while your bravery is regenerating, you score critical hits.

Extra abilities and blue emblems in Story Mode can increase your chances of performing a critical hit during specific situations.

STAGES

The stages in Dissidia 012[duodecim] cover a huge range of terrain from every Final Fantasy game.

Each stage has a mix of open and enclosed terrain, breakable pieces that can be shattered with strong attacks (or flying bodies), and special behaviors that can alter the stage in mid-fight.

Some stages have open "void" areas called "Banish Traps." Should you fall into them, you need to Jump and Air Dash out, or you suffer a bravery loss and are teleported nearby.

OMEGA STAGES

Once you complete Scenario 012, a new set of special stages becomes unlocked for purchase in the PP Catalog, and the stages are also encountered in the later Story Mode scenarios and the Labyrinth.

These special stages are identical to the basic version of the stage, but they have additional effects that alter stage bravery. Some trigger periodically, and some siphon bravery from the combatants.

BATTLEGEN

Battlegen is a special system for creating accessories in battle. When you successfully land bravery or HP attacks on an opponent, or break parts of a specific stage, special trade accessories are created on the spot, and are awarded to you should you complete the battle successfully.

To see what items you can acquire (and the % chances of acquiring them per attack), you can view the enemy Battlegen statistics either just before a battle begins on the pre-battle screen, or by visiting the Battlegen menu on the customization screen, where you can see *all* possible Battlegen items.

Battlegen items are very common, so you don't need to worry about doing anything special to acquire them. Simply playing the game and fighting enemies nets you dozens of these common trade goods.

If you are trying to create a specific item, however, visit the Battlegen menu and figure out what enemy gives the item you need, then fight that specific opponent repeatedly to get your goods.

Battlegen odds can increase during your Bonus Day, by fighting a higher level opponent, or by equipping items that increase your Luck.

ITEM ACQUISITION

It is possible (but very rare) to acquire entire items after a battle, instead of simply gaining trade accessories.

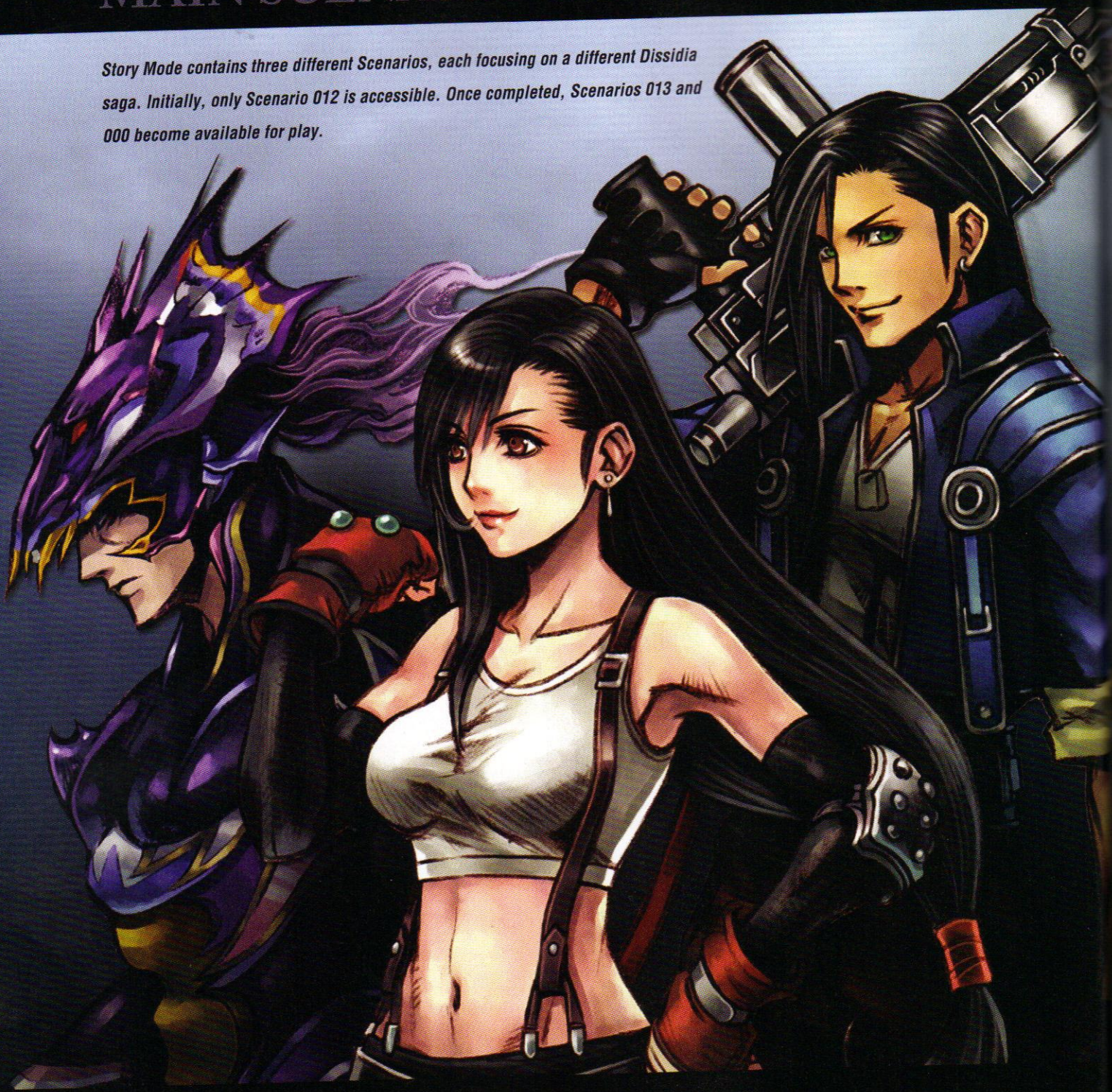
Any equipment an opponent is wearing (outside of a few very special CPU-only items) can be dropped after a fight is complete. The odds of this happening are *very* low, however.

As with accessories earned through Battlegen, the chances of having an item drop can be increased with a Bonus Day, or by equipping items that raise your Luck.

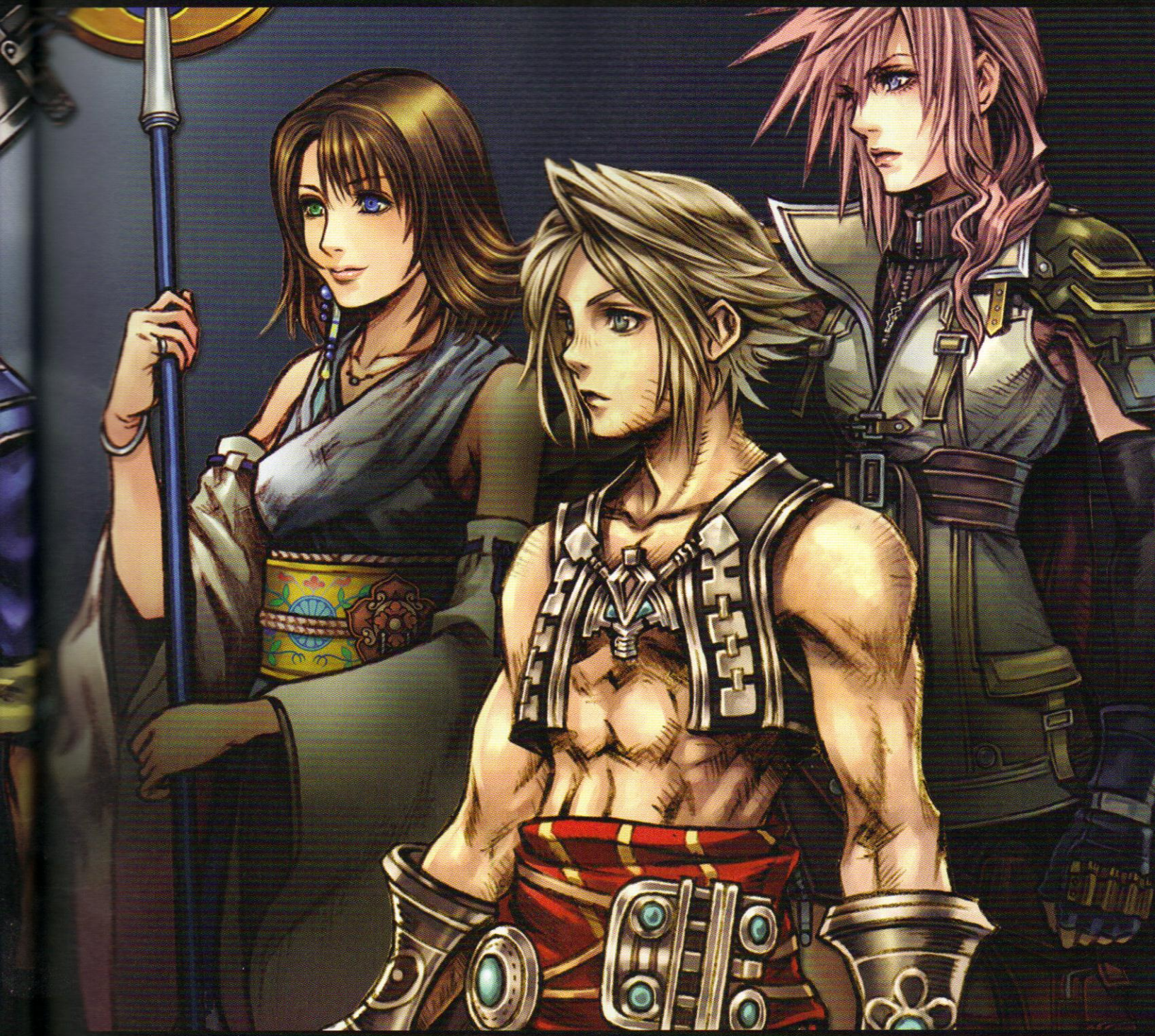
A far more common means of acquiring items is to purchase the PP Catalog upgrade that makes item *components* drop after battle. This occurs much more frequently than having the full item drop, and by acquiring this upgrade, you can then fight difficult opponents and increase your stock of rare item parts. To unlock this PP Catalog upgrade, you must first complete Scenario 012.

MAIN SCENARIO 012

Story Mode contains three different Scenarios, each focusing on a different Dissidia saga. Initially, only Scenario 012 is accessible. Once completed, Scenarios 013 and 000 become available for play.



TREACHERY OF THE GODS



THE TWELFTH CYCLE

LIGHTNING— PATH TO SANCTUARY

In the midst of battle, Cosmos recalls her warriors to Sanctuary.

STORY MODE CUSTOMIZATION

Remember, you can tap Triangle before you start any story mode mission to tinker with your characters.

ROAMING

Your prelude to Dissidia 012[duodecim] is a gentle one; sit back and enjoy the introduction.

Once you gain control of Lightning, you can begin to explore the world. Roam around and get used to the movement and camera controls.

There's a treasure chest just ahead in the mountains before the first red gate. In each roaming section between gates, you can find Powers of the Dead (glowing orbs), and in most roaming sections, at least one chest. Some roaming areas also have roaming Manikins, though rarely more than a few. They are typically either free experience, or slightly tougher enemies that guard a treasure chest or two.

Many of the roaming areas also have traveling companions wandering around the landscape. You can speak with them to hear their thoughts on the current situation. They also often run toward the location of the next red gate, so if you're feeling a bit lost, follow your friends!

You don't need to worry about getting completely lost, or going the wrong way—you can't! Gateways and areas of the map that you aren't supposed to visit in a given chapter are completely blocked off, so feel free to roam around, collect chests, and when you spot the red (or blue) gates, you know where you need to be.

- Manikins: None
- Chest: 50 gil

POWERS OF THE DEAD

Dazzling orbs of radiance dot the landscape of Dissidia 012[duodecim]. Slash them with your ● attack to free their power. Collect four of them to unlock a new battleboard skill. Skills can be used while inside a gateway by pressing ●.

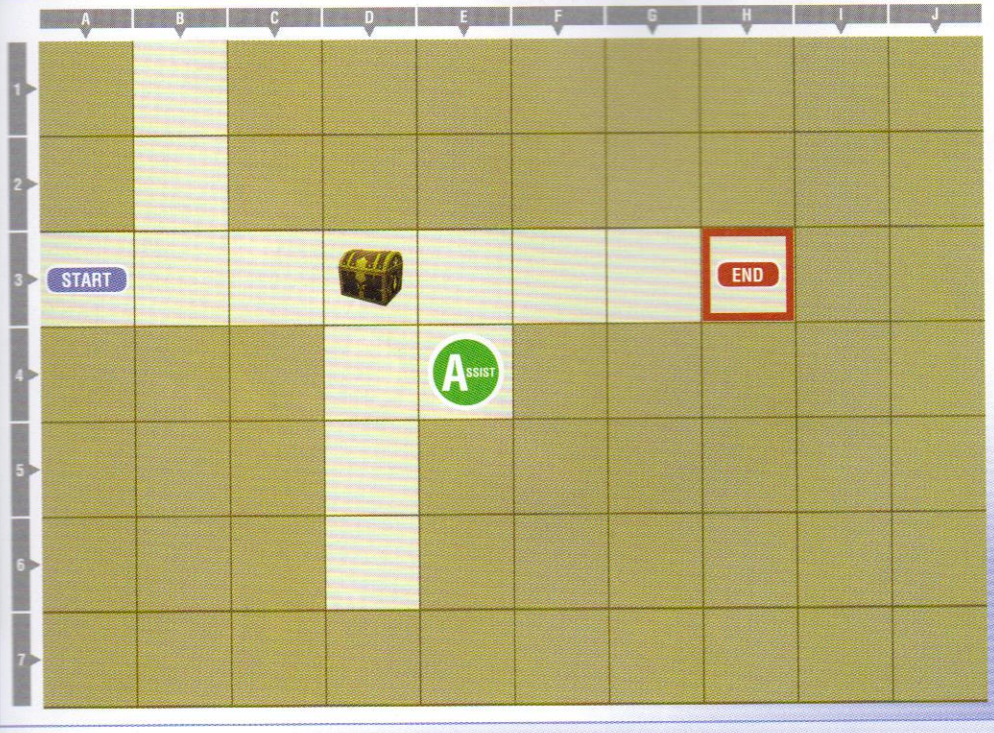
GATEWAYS

The grid battleboards of the original Dissidia are still around, but you encounter them in a new manner. You now enter them by passing through a gateway, which transports you to a battleboard.

There are two types of gates: red and blue. Red gates vanish once you clear them, but blue gates stick around. Blue gates are where you can do your leveling up, hunting for extra items, and collecting KP (more on this later).

GATEWAY TO DEPARTURE

▸MAP



GATEWAY TO DEPARTURE

KP CHANCE	Win battle
BONUS LINE	Lv2
RULES	Disabled
SKILLS	Enabled
ASSISTS	Kain

TREASURE

A	Broadsword, D3
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
None	—	—	—	—	—	—

This simple intro gate has no actual enemies. It's merely a tutorial in how to move around a gate.

Step forward to grab the first chest containing a Broadsword for Lightning, speak to Kain if you wish, and then head toward the Stigma of Chaos.

All gates finish by touching a special symbol—typically this is the Stigma of Chaos, though in rare cases, it may be a Cosmos battle piece (from time to time, the Cosmos warriors do come into conflict).

In some gates, touching the symbol triggers a final encounter, usually with a specific character rather than a Manikin.

Assist Characters, like Kain, are present on the battleboard in any gate where you have an Assist—but not all characters in all chapters have an Assist in every gate. When you do, they show up on the battleboard and can be spoken with, and Arrive in battle when called in as an Assist. If there is no Assist Character on the battleboard, you can't use assists in combat!

Once you're ready, touch the Stigma to finish this gate and complete the prologue.

LIGHTNING— A NEW THREAT

Cosmos entrusts her warriors with a special 'power' at Sanctuary.

Lightning is a flexible warrior who can change her role from a physical Commando to a magic-using Ravager to a healing Medic with the press of a button. Hold L and tap R to shift her Paradigm.

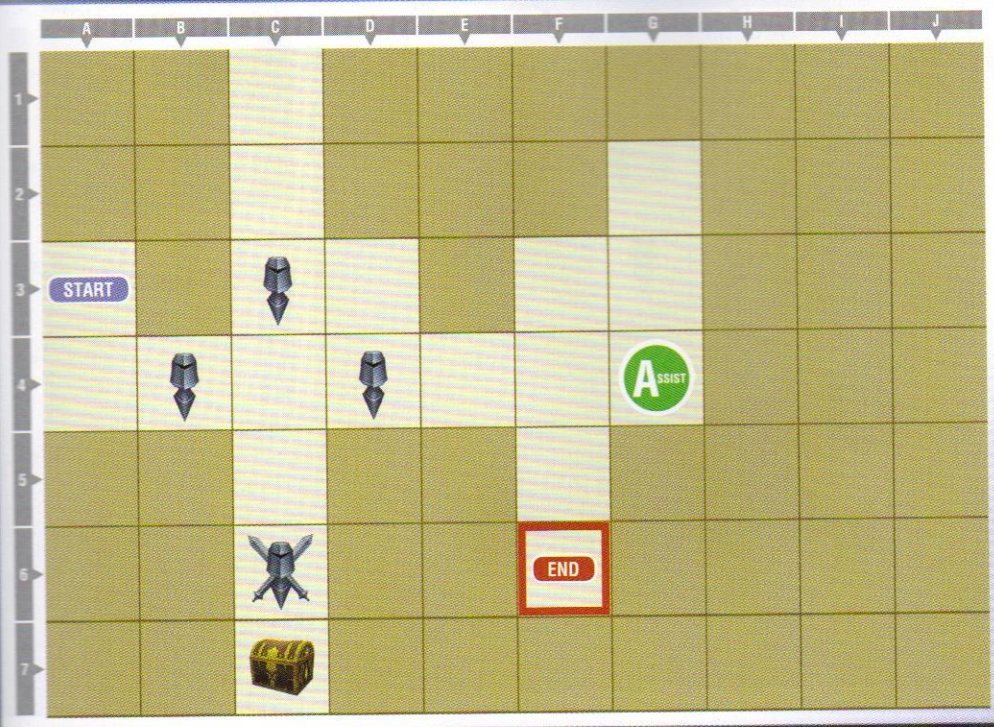
On her customization screen, don't forget to cycle through her Paradigms when setting her combat abilities—each Paradigm has a different set of moves.

BATTLE FOR THE CRYSTALS

Your goal in Dissidia 012[duodecim]'s Story Mode is still to acquire the Crystal for the character you are playing, then face your nemesis in battle to complete that specific Story Card.

CRESCENT LAKE GATEWAY

▸MAP



CRESCENT LAKE GATEWAY

KP CHANCE	Win battle
BONUS LINE	Lv2*
RULES	Disabled
SKILLS	Enabled
ASSISTS	Laguna

**Bonus Line—Bonus Lines are not active in Scenario 012 on your first run through. Once you've completed this scenario, Bonus Lines will be active if you decide to return and replay this scenario.*

TREASURE

A	Buckler, C7
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fleeting Flash	2	Old Chaos Shrine	B4	1061	101	Cursed Ring x3
Capricious Reaper	2	Old Chaos Shrine	C3	1061	101	Cursed Ring x3
Fleeting Flash	2	Old Chaos Shrine	D4	1061	101	Cursed Ring x3
Delusory Dragoon	6	Order's Sanctuary	C6	1303	124	Cursed Ring x2

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Cosmos has granted the potential power of the Crystals to the warriors of harmony, and now you must begin your quest for the Crystals; they are not given, but must be earned.

Lightning's chapter begins inside of a gateway. This is fairly typical, and many characters do start their chapters inside a gate. Completing the gate drops you out onto the world map to roam freely until you enter the next gate. This gateway has Manikins within it. Manikins are the shadowy clones of Cosmos and Chaos warriors who have been drawn into this world to fight on behalf of Chaos. The Manikins, however, are faint imitations of their true counterparts, and you must face hundreds of them over the course of the various story scenarios.

There are several different types of Manikins, each represented by a different type of helmet or suit of armor on the battleboard. The most basic, a simple helmet, is the weakest type of Manikin. The next step up is the 'normal' or medium-strength Manikin, a simple helmet with a pair of crossed swords behind its head.

In the later chapters (and in most of Scenario 013), the medium-strength Manikins are your typical opponents, with some weaker or stronger types mixed in.

For this gate, you only have to battle a few weak Manikins. Each new character in every chapter gets this sort of simple starting gate to give you a chance to experiment with the characters and learn to use their moves. There is a 'surprise' fight here with a medium-strength Manikin. When you step to the south to grab the treasure chest, a medium Manikin appears. Defeat it to get the treasure!

ROAMING

This next roaming area introduces you to another common mechanic on the world map: breakable rocks that create light bridges.

Smash the red rocks with ● attacks to create a light bridge that crosses an otherwise impassable gap, then approach the bridge and press ● to skate across it.

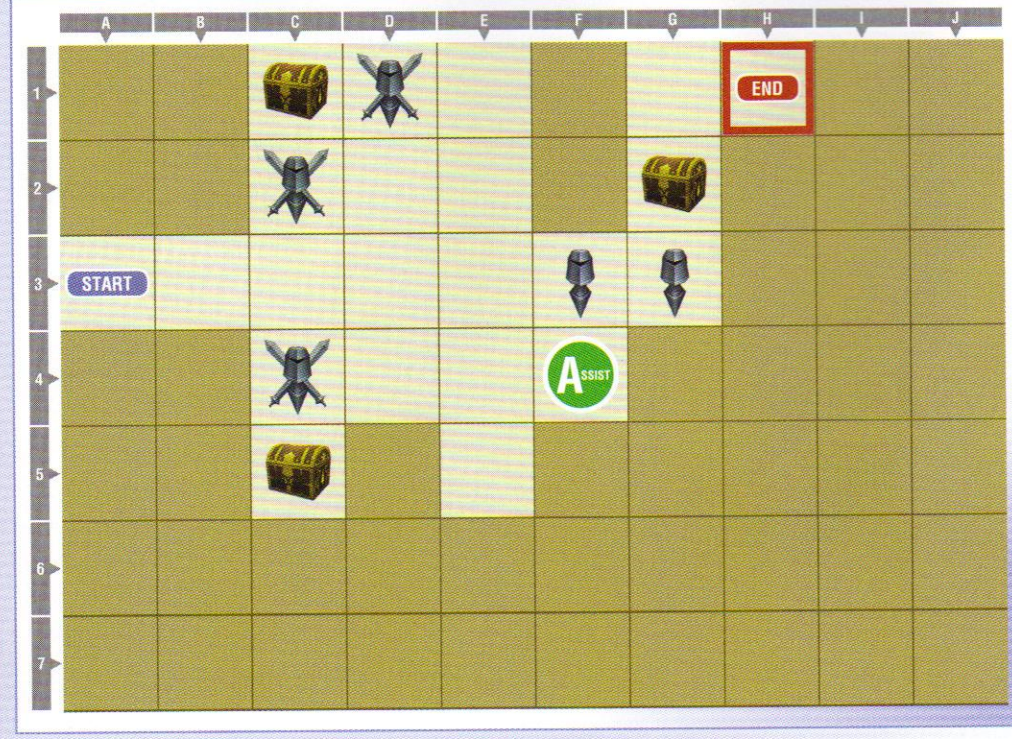
Once you're done checking out the light bridge and gathering the chests here, make your way up to the red gate in the mountains.

- Manikins: None
- Chest: 120 gil
- Chest: Power Ring
- Chest: EX Charge

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

SAGE'S PATH GATEWAY

▸MAP



SAGE'S PATH GATEWAY

KP CHANCE	Win battle
BONUS LINE	Lv3
RULES	Disabled
SKILLS	Enabled
ASSISTS	Tifa

TREASURE

A	Bronze Helm, C5
B	200 gil, C1
C	Soul of Destruction, G2
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Idle Sky Pirate	6	Order's Sanctuary	C2	1303	124	Cursed Ring x2
Fleeting Flash	6	Order's Sanctuary	C4	1303	124	Cursed Ring x2
Delusory Dragoon	2	Lunar Subterrane	F3	1061	101	Cursed Ring x3
Fleeting Flash	2	Lunar Subterrane	G3	1061	101	Cursed Ring x3
Delusory Dragoon	6	Order's Sanctuary	D1	1303	124	Cursed Ring x2
Kuja	8	Lunar Subterrane	H1	1424	136	Cursed Ring x3

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

This gate has more medium-strength Manikins, several chests, and your first 'boss' encounter. When you touch the Stigma of Chaos at the end of the battleboard, you begin a fight with Kuja—that is, the 'real' Kuja, rather than a Manikin imposter. None of the Manikins here (or Kuja, for that matter) are using anything but Cursed Rings as accessories, so these are still fairly simple training fights.

ROAMING

Completing the Sage's Path unlocks the ability to spend KP at the Moogle Shops. Talk to the Moogles just beyond the gate for more info. Trade in the nearby Rosetta Stone at the Moogle Shop to unlock a new accessory slot for Lightning.

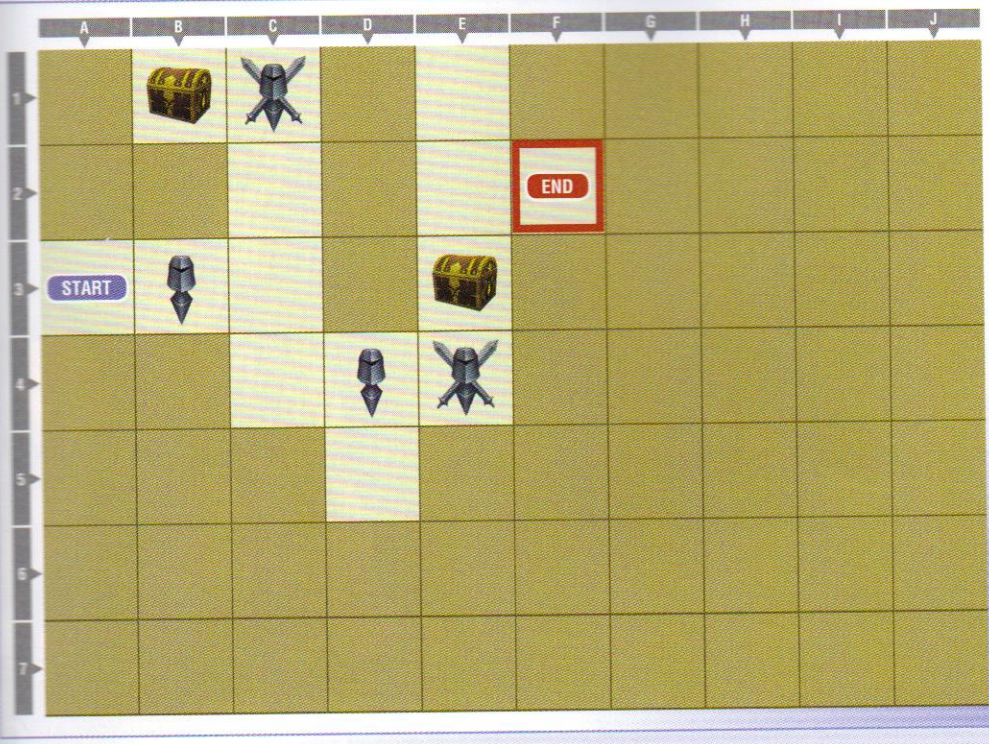
You've probably built up some KP by now as well, so you can purchase an additional Rosetta Stone or two from the Moogle Shop. Once you're ready, head over to the next gate to continue.

Note that if you avoid the red gate and pass through the open gateway to Cornelia Plains, you can encounter your first roaming Manikins. Up for a fight to earn some more EXP? Try your luck on the two roaming Manikins guarding some more chests!

- Manikins: 2
- Chest: Rosetta Stone
- Chest: Cure
- Chest: Pink Tail

GATEWAY OF FOOLS AND HOPE

▶MAP



GATEWAY OF FOOLS AND HOPE

KP CHANCE	Win battle
BONUS LINE	Lv8
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

TREASURE

A	500 gil, B1
B	Red Drop, E3
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fleeting Flash	2	World of Darkness	B3	1061	101	Cursed Ring x2
Delusory Dragoon	2	World of Darkness	D4	1061	101	Cursed Ring x2
Idle Sky Pirate	6	Old Chaos Shrine	C1	1303	124	Cursed Ring
Idle Sky Pirate	6	Old Chaos Shrine	E4	1303	124	Cursed Ring
Kain Highwind	10	Old Chaos Shrine	F2	1545	147	Red Drop, Orange Drop

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Again, the Manikins within this gate are easy, all using Cursed Rings as accessories. In general, you can expect that all 'weak' type Manikins have Cursed Rings equipped, while medium Manikins in a given chapter all use the same accessories, and stronger Manikins have more unique setups.

In the early chapters, expect to see Cursed Rings on both weak and medium Manikins, and more Cursed Rings on each individual Manikin. In the later chapters and scenarios, they become uncommon (though these frail Manikins are still usually quite weak).

The last fight here is against Kain. Be sure to dodge his Jump attack: it is dangerous when he uses it repeatedly, if you stay grounded.

Defeating Kain completes this early chapter and unlocks the Reports feature, which allows you to read more of the story of Dissidia. You can also view animated vignettes by pressing ○ when you see a aqua-colored font in any of the reports.

REPORT BATTLES

Not all special reports have fighting; the majority are simply storyline, but a few allow you to take the role of a specific character during the story and fight. In order to view those segments, you must unlock the character who participates in the story—the first such is Kuja, for the story Singer of the End 2.

Unlocking all characters is quite cheap PP-wise, and you can't tackle all the reports until you've almost completed all three scenarios, so don't worry too much about rushing the unlocks.

VAAN— STERN EYES

Vaan successfully flees from hordes of Manikins...

Vaan has become separated from the group, in the mountains to the southeast. Seeking a path to Sanctuary, you must find your own way.

Vaan is a versatile warrior, similar in some ways to Firion. But while Firion is a master of using a specific set of weapons together, Vaan instead fights with a very wide range of weapons, one at a time, switching when you use a new weapon. Also, many of his attacks gain additional properties when you switch from one weapon to another.

Vaan has few HP attacks, so you may want to incorporate some of his bravery attacks with chase properties into your arsenal for finishing opponents.

ROAMING

There are two roaming Manikins near your starting position, both low level; feel free to engage them to get some starting practice with Vaan.

Break the nearby rock to glide over to the first chest.

ROAMING MANIKINS

From this chapter forward, you begin to encounter more roaming Manikins in the world map.

Bumping into them or attacking them will trigger a one-shot battle. You can engage or avoid these as you see fit, whether you're looking to gain more experience or avoid trouble.

If you attack a Manikin before engaging, its bravery begins at 0. Be wary: should you flee from an overworld Manikin battle, you lose 20% of your KP!

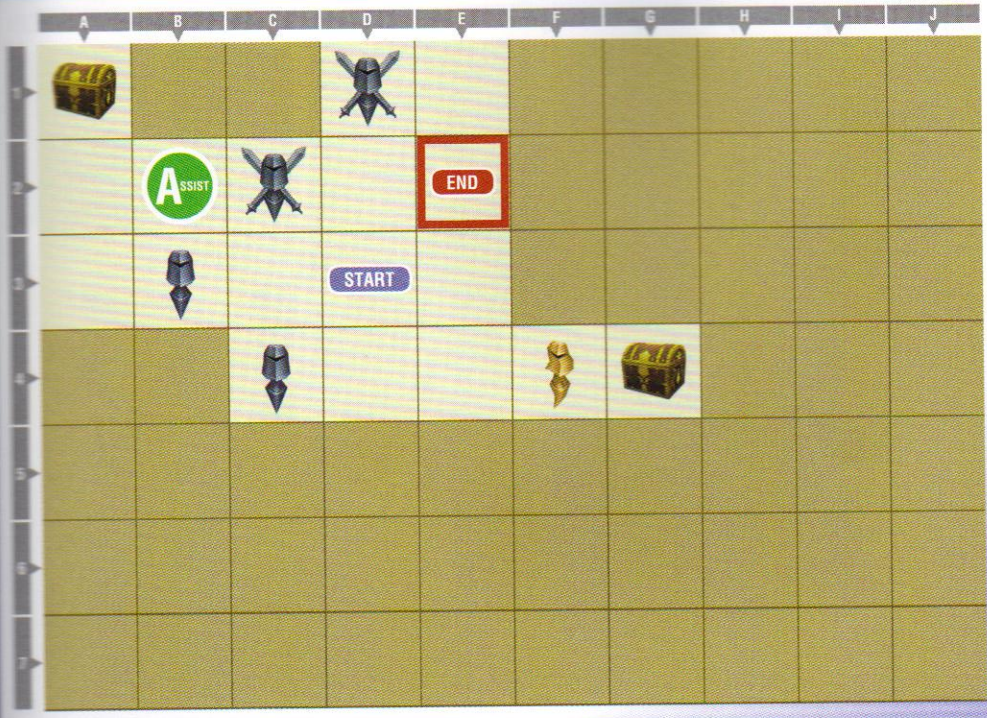
Beyond the Manikins toward the blue gate, stop in the forest nearby to pick up a chest.

This area introduces you to the first blue gate of the story. As was mentioned before, blue gates can be re-entered as many times as you like, if you wish to accumulate EXP or KP.

- Manikins: 2
- Chest: EX Charge
- Chest: BRV Charge
- Chest: 200 gil

HIDDEN DARKNESS GATEWAY (BLUE)

MAP



HIDDEN DARKNESS GATEWAY (BLUE)

KP CHANCE	Win battle
BONUS LINE	None
RULES	Disabled
SKILLS	Enabled
ASSISTS	Onion Knight

TREASURE

A	200 gil, A1
B	Blue Drop, G4
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Idle Sky Pirate	2	World of Darkness	C4	1061	101	Cursed Ring x2
Delusory Dragoon	5	Lunar Subterrane	D1	1242	118	Cursed Ring
Phantasmal Harlequin	5	Lunar Subterrane	C2	1242	118	Cursed Ring
Delusory Dragoon	2	World of Darkness	B3	1061	101	Cursed Ring x2
Fleeting Flash	5	Lunar Subterrane	F4	1	261	Arcane Resin, The Rotten, Hyper Ring, Near Opponent x5

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

BLUE GATES

The Hidden Darkness Gateway is a special *repeatable* gateway. You can use these gateways to level up your characters, hunt for Battlegen pieces, or earn KP. Once unlocked, it is faster to use the Labyrinth or specific Quick Battles to hunt for specific gear or to level up quickly, but if you want to gain KP, blue gates are the place to be.

The Fleeting Flash in the southeast corner of the gate has the Bahamut summon and accessories that give her 1 HP, but immediate EX Burst and a large damage bonus when she is near you. The fight is certain to be short! Dodge the Manikin's rushing attack at the last moment, then retaliate with your own HP attack to finish the battle safely.

THE 1 HP GOLD MANIKIN

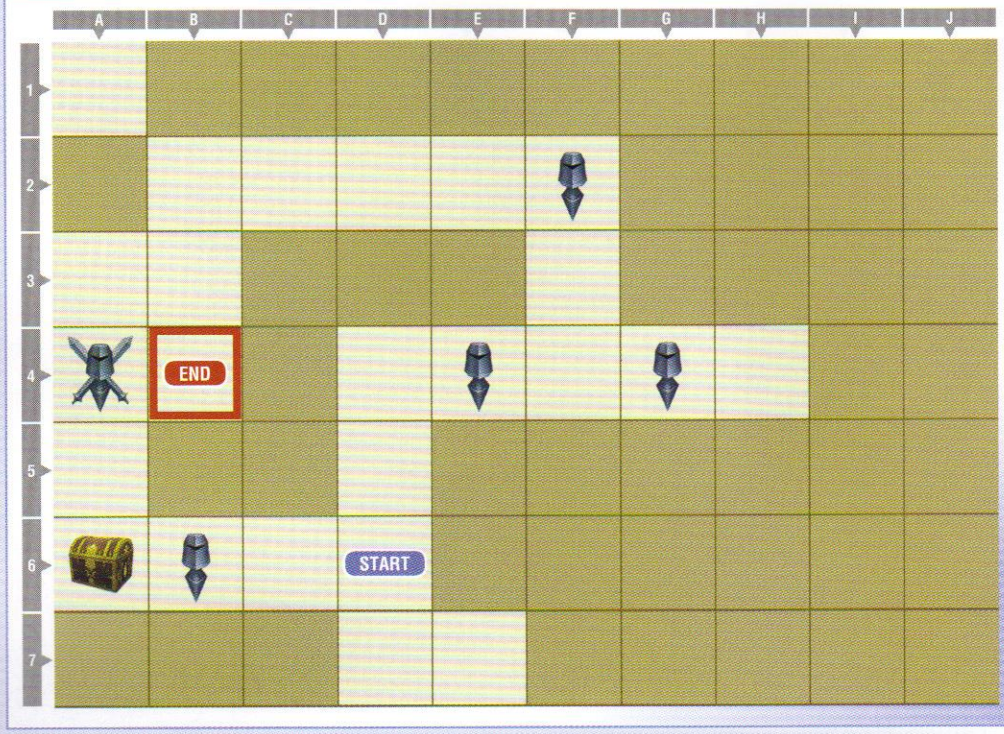
The 1 HP Manikin you encounter here is a standard type that you encounter repeatedly. It is represented on battleboards by a Gold Manikin helm. There are several different varieties that you encounter throughout the various story scenarios, but the theme is usually the same—critically low HP, dangerously high bravery, and dangerous accessory combinations. Consider them evasion practice!

The other Manikins here are all using Cursed Rings and are fairly weak, to give you a chance to get used to Vaan in combat.

Once you're done with the Hidden Darkness Gateway, make your way over to the red gate.

ENCOUNTERS AND TREASON

▸ MAP



ENCOUNTERS AND TREASON

KP CHANCE	Win battle
BONUS LINE	Lv4
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

TREASURE

A	Orange Drop, A6
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Girl	2	Order's Sanctuary	B6	1061	101	Cursed Ring x2
Phantasmal Harlequin	5	Order's Sanctuary	A4	1242	118	Cursed Ring
Fleeting Flash	2	World of Darkness	E4	1061	101	Cursed Ring x2
Delusory Dragoon	2	Order's Sanctuary	G4	1061	101	Cursed Ring x2
Idle Sky Pirate	2	World of Darkness	F2	1061	101	Cursed Ring x2
Terra Branford	7	World of Darkness	B4	1364	130	Puppeteer's Wheel

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Again, the enemies in this gate are straightforward, giving you a chance to level up Vaan to face greater challenges ahead.

The final battle in this gate is against the brainwashed Terra Branford. She is equipped with an accessory that gives her 100% initial EX Force, so be careful about throwing out HP attacks freely unless she has just attacked or dodged.

ROAMING

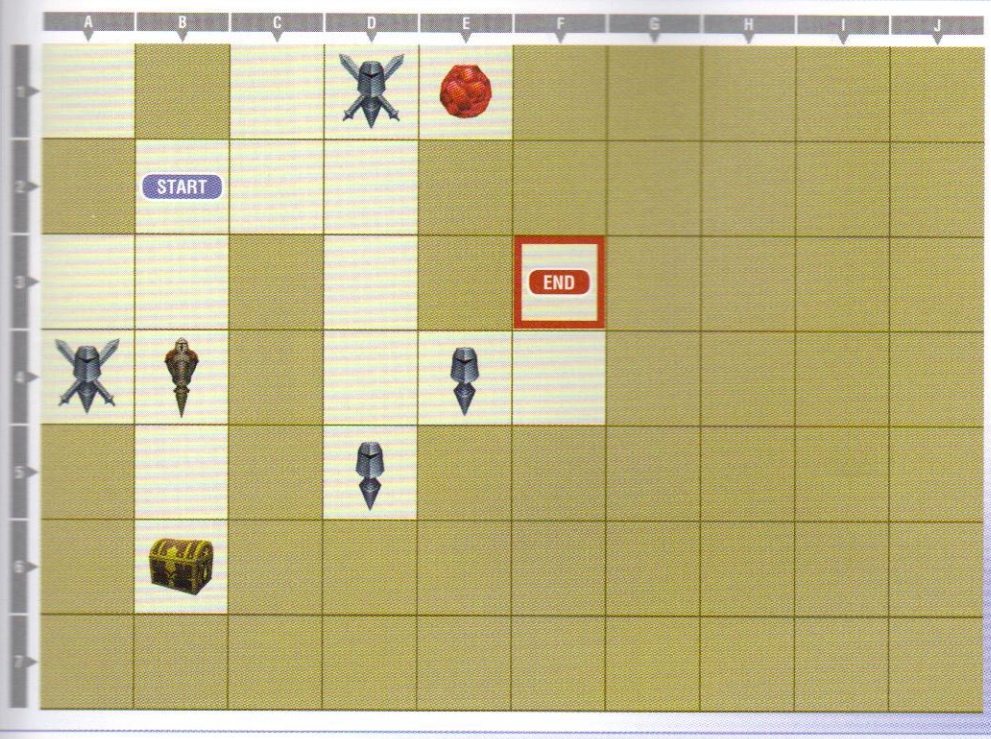
Quite a few chests to gather here, as well as a few Manikins to battle.

Break the rocks to slide across light bridges, gather up the light orbs, and make your way to the next red gate in the snowy mountains.

- Manikins: 2
- Chest: Cure
- Chest: Leather Chest Plate
- Chest: Green Drop
- Chest: EX Charge

GULG GATEWAY

▸MAP



GULG GATEWAY

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv6
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

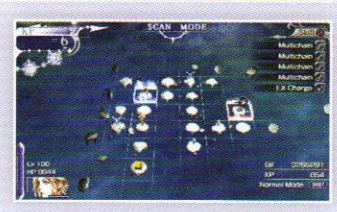
TREASURE

A	Slasher, B6
B	Ifrit AUTO, E1
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Capricious Reaper	15	Order's Sanctuary	B4	1848	176	Hyper Ring, Guardian Bangle, HP=100% x8
Delusory Dragoon	5	Lunar Subterrane	A4	1242	118	Cursed Ring
Idle Sky Pirate	5	Lunar Subterrane	D1	1242	118	Cursed Ring
Phantasmal Harlequin	2	World of Darkness	E4	1061	101	Cursed Ring x2
Fleeting Flash	2	World of Darkness	D5	1061	101	Cursed Ring x2
Kefka Palazzo	10	Sky Fortress Bahamut	F3	1545	147	Red Drop, Orange Drop, Green Drop, Blue Drop, Yellow Drop

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*



This gateway requires you to defeat opponents within 90 seconds to earn KP. Remember, you can always restart a fight if you're concerned you won't make the time limit.

This gate also has your first tough enemy Manikin, a level 15 Capricious Reaper guarding a treasure chest containing the Slasher, a decent early-game weapon. You don't have to defeat it to complete the gate, but there's no harm in trying! The Reaper has a set of accessories that make it much more dangerous while it is at 100% health. Hit it quickly with a single HP attack to get rid of its bonus multipliers.

Use up one of your EX Charges to gain an edge, then go for it. If you really want to defeat it now, you could also return to the blue gate to level up a bit, though there's no need to rush; you can always return later.

At the end of this gateway you face Kefka. He's reasonably strong but has no special accessory gimmicks, so it's a straightforward battle to win.

ROAMING

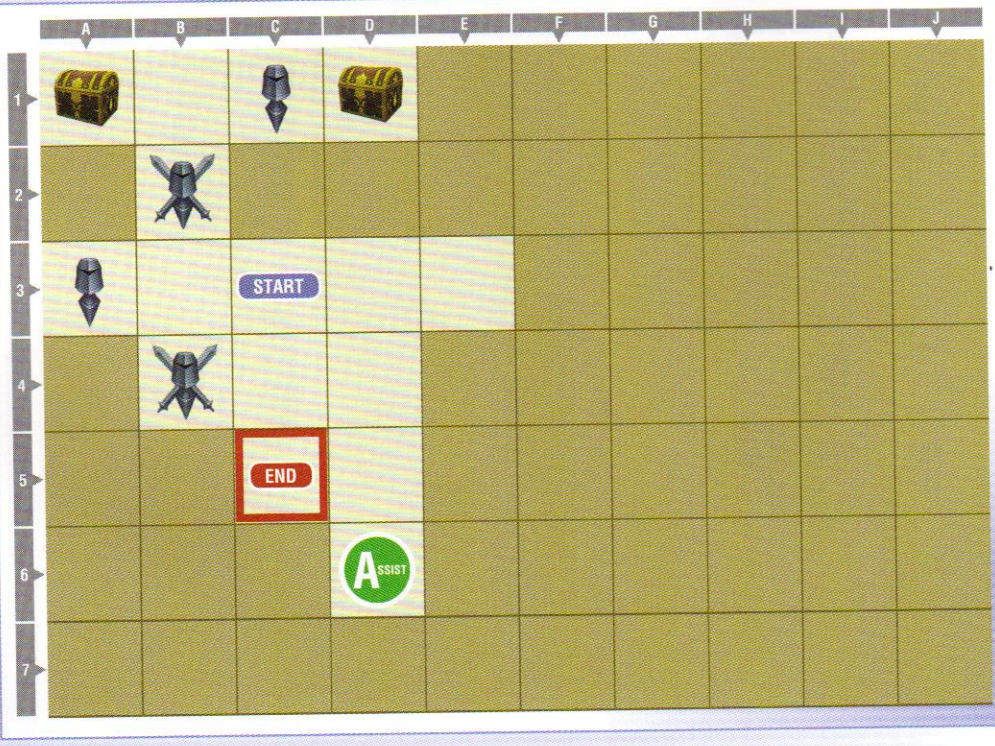
Past the gate is the Moogle Shop, as well as the usual Powers of the Dead, two chests, a single roaming Manikin, and two more gates, a blue and a red. Grab the Rosetta Stone and stop at the Moogle Shop before you visit the blue gate.

Remember that you can always repeat the blue gate to earn more KP for any items you want to buy at Moogle Shops later in the game (your KP is saved across all chapters and scenarios). The best time to do this is when a Moogle Shop is near a blue gate, so that you can farm KP and spend it immediately.

- Manikins: 1
- Chest: Rosetta Stone
- Chest: Pink Tail

SNOW OF SORROW (BLUE)

MAP



SNOW OF SORROW (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	None
RULES	Disabled
SKILLS	Enabled
ASSISTS	Terra

TREASURE

A	Iifa Leaf, A1
B	Delicious Fish Scale, D1
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fleeting Flash	11	Old Chaos Shrine	B4	1606	153	Cursed Ring
Idle Sky Pirate	7	World of Darkness	A3	1364	130	Cursed Ring x2
Idle Sky Pirate	11	Old Chaos Shrine	B2	1606	153	Cursed Ring
Phantasmal Harlequin	7	Lunar Subterrane	C1	1364	130	Cursed Ring x2

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

This optional gate has the same KP chance as the Gulg Gateway—defeat your foes within 90 seconds.

Because it is located near a Moogle Shop, this is a good place to rack up some extra KP. Remember that you can buy chains from a Moogle Shop and use them in a nearby blue gate. This almost always gives you more KP than simply fighting the enemies inside. The best blue gates are those that give the largest return for the cheapest chain used.

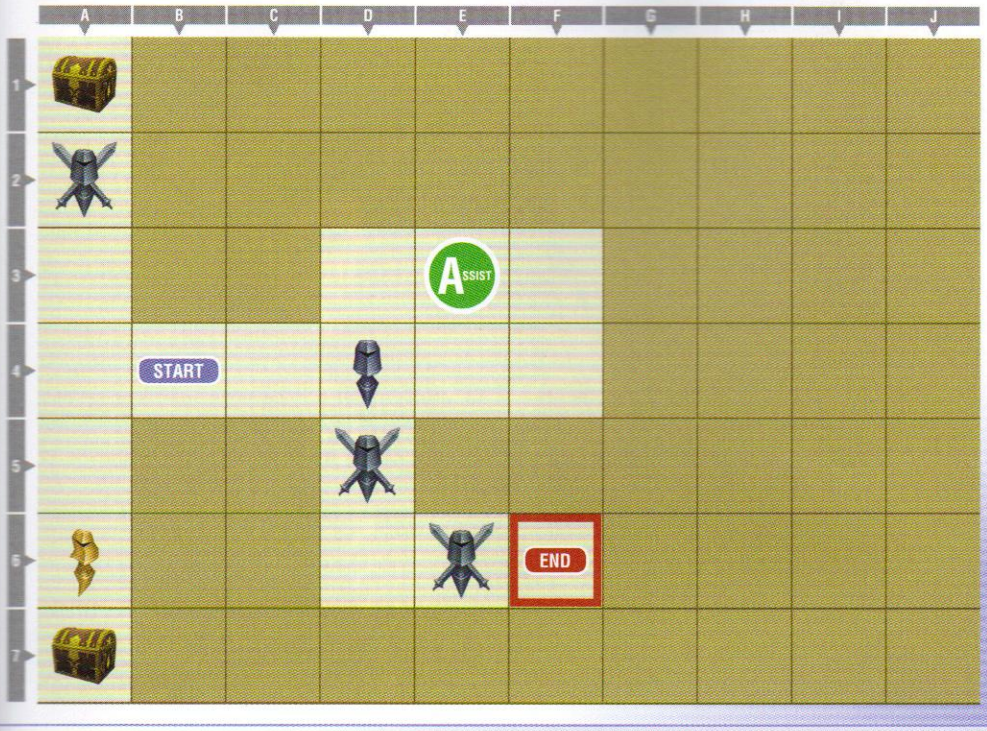
In this case, you can use a Jump Chain to bump your multiplier from a 3x to a 4x, giving you 16 KP instead of 9 for the gate. However, because the Jump Chain costs 5 or 6 KP depending on your discount at the Moogle Shop, this isn't a great gate to use a chain in—you're better off just taking the 9, backing out, and repeating.

Many later blue gates have much better returns on KP investment, especially if you can get to a 5x or higher multiplier to earn 25+ KP in one shot.

Once you're done here, make your way to the next red gate.

SEASONLESS GATEWAY

MAP



SEASONLESS GATEWAY

KP CHANCE	Win battle
BONUS LINE	Lv11
RULES	Disabled
SKILLS	Enabled
ASSISTS	Terra

TREASURE

A	Pink Tail, A1
B	Soul of Destruction, A7
C	—
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Harlequin	15	Old Chaos Shrine	D5	1848	176	Cursed Ring
Phantasmal Girl	15	Old Chaos Shrine	A2	1848	176	Cursed Ring
Idle Sky Pirate	15	Old Chaos Shrine	E6	2140	176	Cursed Ring
Fleeting Flash	15	Old Chaos Shrine	A6	1	500	Arcane Resin, The Rotten, Hyper Ring, Near Opponent x5
Idle Sky Pirate	11	Sky Fortress Bahamut	D4	1606	153	Cursed Ring x2

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The final red gate has a good number of enemies within, with a few special foes. If you use a Cross Chain immediately, you can score a nice 5x chain for 25 KP and knock out every target in one string of battles.

There are two notable enemies: one is the level 15 Idle Sky Pirate who has a decent amount of equipment, and even though it does not have a dangerous collection of accessories, it does fight more aggressively than the other enemies here.

Another is the Fleeting Flash, equipped with an accessory combination you've seen before, having 1 HP but beginning the match with EX Mode active and a dangerous collection of stat-boosting accessories. Take it out quickly!

Unusual for a final gate, there is no last boss fight here, so once you touch the Stigma you're done with this chapter.

CURSED FOES

If you're wondering why all the enemies here seem to be wearing a Cursed Ring that hurts them, it's simply to give you an edge in these early game battles. There are many, *many* more fights, and your characters need a bit of an advantage to get rolling.

CHAPTER 3

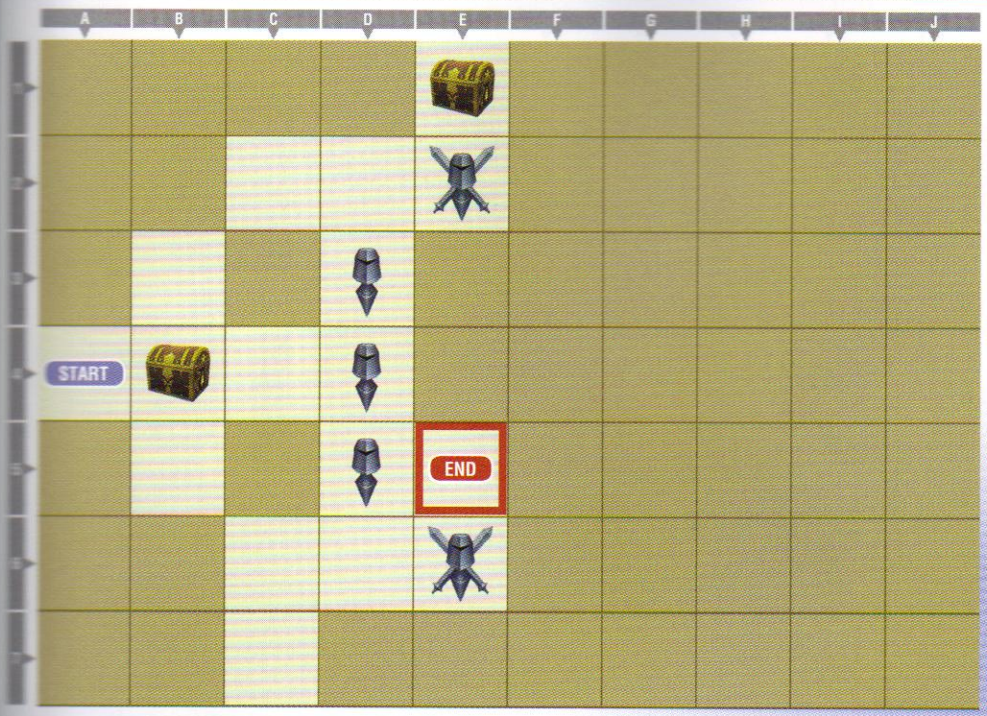
LAGUNA— CLUES

Laguna ends up within a gateway during his return to Sanctuary…

Laguna fights with a wide range of guns, giving him many ways of attacking enemies from a distance. He is comparatively weak at close-range combat, so do your best to keep your distance and constantly utilize damaging attacks to suppress your enemy.

OMEN OF DESTRUCTION

MAP



OMEN OF DESTRUCTION

KP CHANCE	Win battle
BONUS LINE	Lv2
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

TREASURE

A	Cross Chain, B4
B	Tanegashima, E1
C	—
D	—

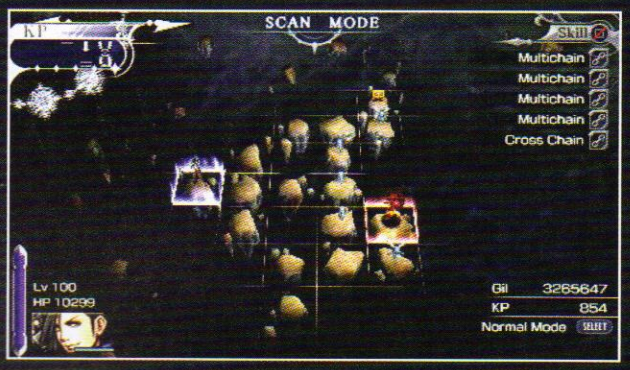
Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Gunner	1	Order's Sanctuary	D4	1000	95	Cursed Ring x3
Ephemeral Vision	1	Order's Sanctuary	D5	1000	95	Cursed Ring x3
Fleeting Flash	5	World of Darkness	E2	1242	118	Cursed Ring x2
Counterfeit Wraith	1	Order's Sanctuary	D3	1000	95	Cursed Ring x3
Fleeting Flash	5	World of Darkness	E6	1242	118	Cursed Ring x2

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

You begin Laguna's chapter within a gate. Grab the chest in front of you containing a Cross Chain skill, then move forward and activate it to chain every enemy in the gate at once—defeat them all to earn 25 KP.



ROAMING

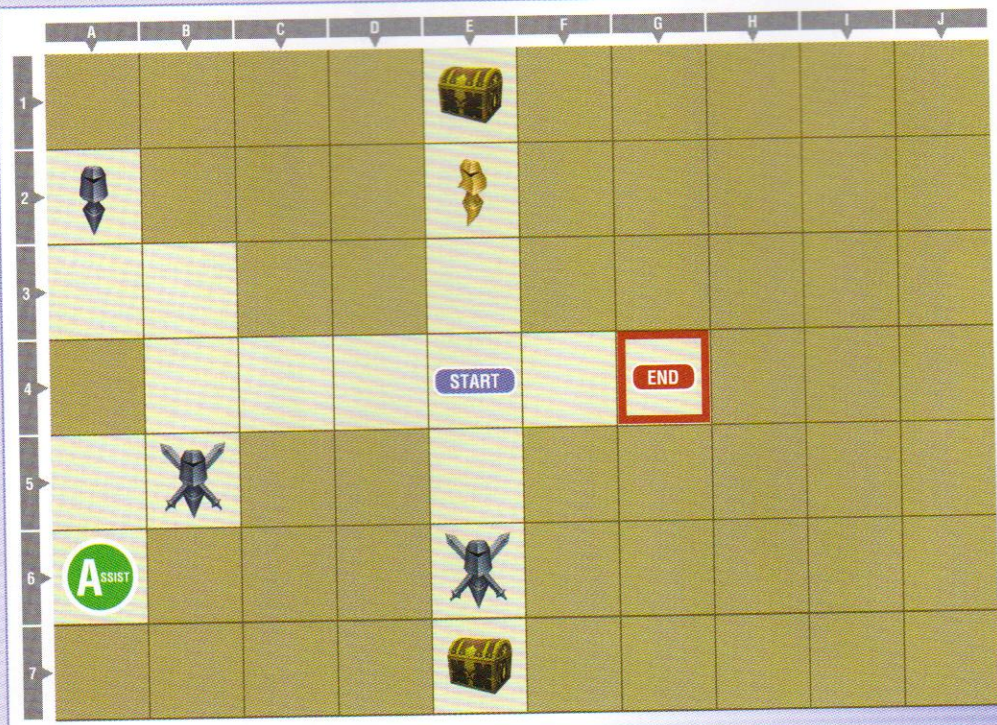
Pick up the Powers of the Dead, and break the rock to slide over to a chest.

You can continue along the path toward another red gate guarded by a solo wandering Manikin, but instead you may wish to take a detour. Head back through the gate you emerged from, and you can find two chests, a Manikin, and a blue gate. Hop inside the blue gate to gain some experience before proceeding.

- Manikins: 2
- Chest: Assist Charge
- Chest: Pink Tail
- Chest: KP Gambler

GREAT FOREST GATEWAY (BLUE)

▸ MAP



GREAT FOREST GATEWAY (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	None
RULES	Disabled
SKILLS	Enabled
ASSISTS	Squall

TREASURE

A	Soul of Valor, E7
B	Fish Scale, E1
C	—
D	—

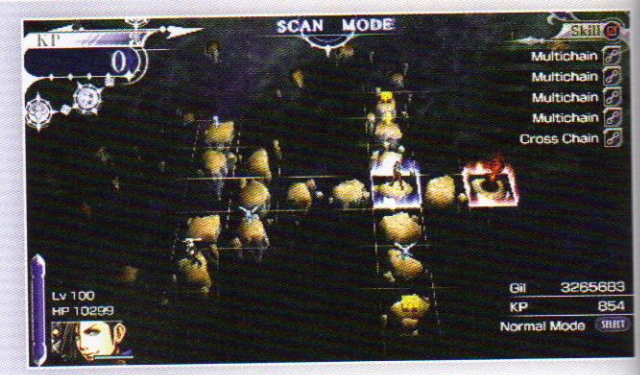
MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fleeting Flash	5	World of Darkness	B5	1242	118	Cursed Ring x2
Ephemeral Vision	5	World of Darkness	E6	1242	118	Cursed Ring x2
Delusory Dragoon	4	Order's Sanctuary	E2	1	663	The Rotten, Soul of the Sovereign
Transient Gunner	1	Order's Sanctuary	A2	1000	95	Cursed Ring x3

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The Delusory Dragoon here is somewhat dangerous, as it has a very high initial bravery and the Bahamut summon, which boosts its bravery over time—but only 1 HP. You're likely to win or lose this fight in a single HP attack!

The other opponents here are straightforward, so feel free to grind some EXP or KP if you want.



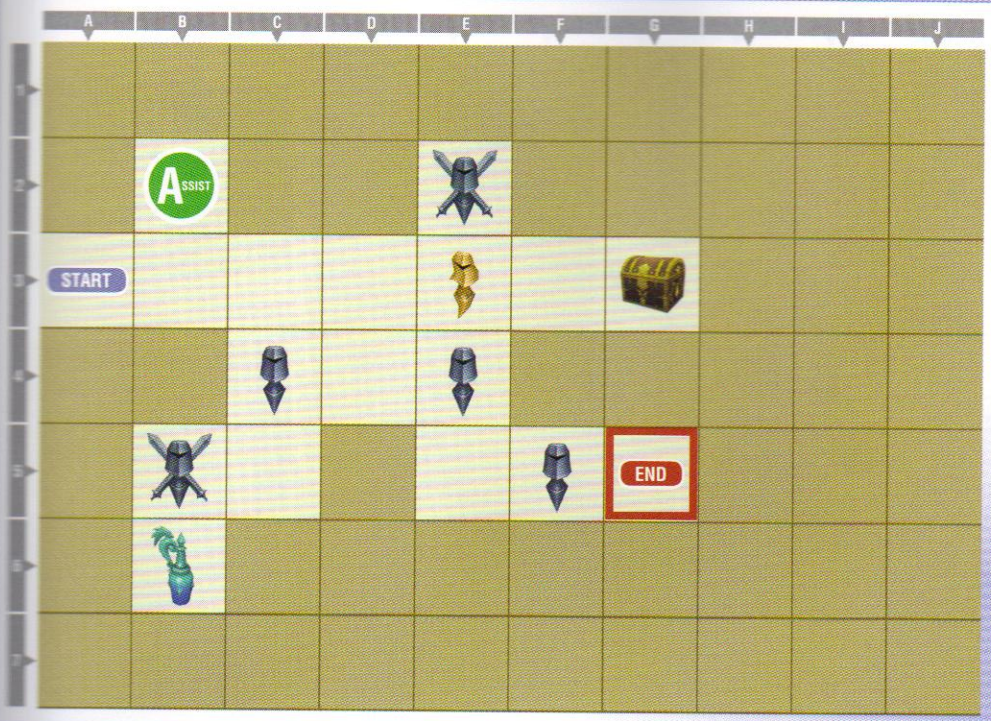
ROAMING

Once you've cleared out the blue gate, return to the main path to find a Moogle Shop. Grab anything you need with your KP (possibly some Rosetta Stones to fill out Laguna's equipment), then move on to the next gate—but don't miss the chest near the gate!

- Chest: Rosetta Stone

GATEWAY TO DECAY

▸MAP



GATEWAY TO DECAY

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv6
RULES	Disabled
SKILLS	Enabled
ASSISTS	Vaan

TREASURE

A	Power Armlet, G3
B	Potion, B6
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Gunner	1	Old Chaos Shrine	C4	1000	95	Cursed Ring x3
Transient Gunner	1	Lunar Subterrane	E4	1000	95	Cursed Ring x3
Fleeting Flash	1	Lunar Subterrane	F5	1000	95	Cursed Ring x3
Counterfeit Wraith	5	The Rift	E2	1242	118	Cursed Ring x2
Fleeting Flash	5	The Rift	B5	1242	118	Cursed Ring x2
Delusory Dragoon	4	Order's Sanctuary	E3	1	597	The Rotten, Soul of the Sovereign

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Use a Cross Chain in the middle of this gate to chain all of the enemies at once.

The singular gold 1 HP Delusory Dragoon armed with The Rotten and Soul of the Sovereign accessories is the only real threat here. Try dodging forward or jumping away just *after* he activates Jump; you should be able to land an HP attack immediately.

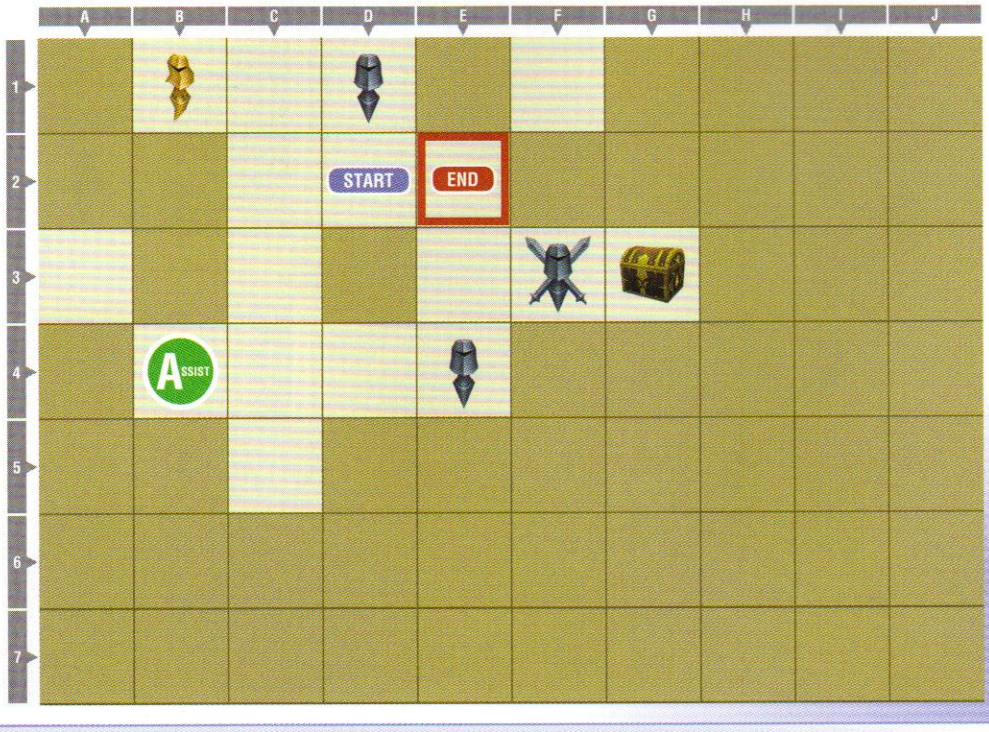
ROAMING

Beyond the gate, gather up the Powers of the Dead, fight the roaming Manikins if you wish, and grab the chests in the area. Once you've cleared out the area, visit the blue gate beside the red gate.

- Manikins: 2
- Chest: Soul of Unrivaled Valor
- Chest: Pink Tail
- Chest: EX Charge
- Chest: BRV Zero

GATEWAY TO THE SHRINE (BLUE)

▸ MAP



GATEWAY TO THE SHRINE (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	None
RULES	Disabled
SKILLS	Enabled
ASSISTS	Vaan

TREASURE

A	Gargoyle Pebble, G3
B	—
C	—
D	—
E	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Dragoon	6	Lunar Subterrane	D1	1303	124	Cursed Ring x2
Fleeting Flash	6	Lunar Subterrane	E4	1303	124	Cursed Ring x2
Delusory Dragoon	12	The Rift	B1	1	1068	The Rotten, Soul of the Sovereign
Transient Witch	12	The Rift	F3	1667	159	Cursed Ring

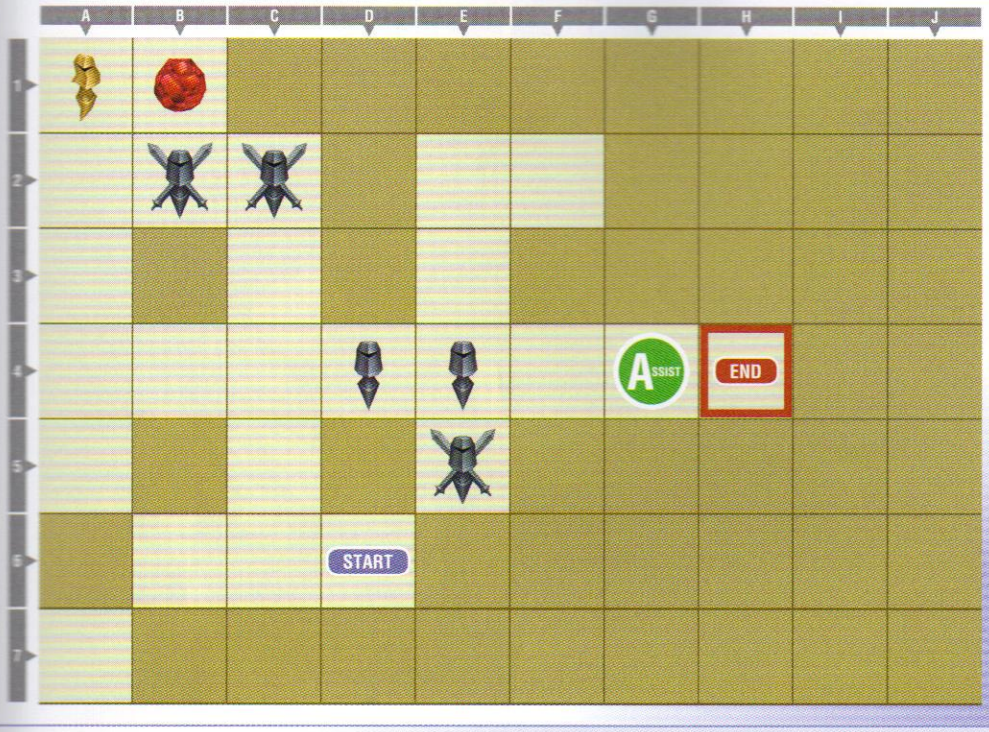
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The northwestern Delusory Dragoon here has that accessory combo that you're probably quite familiar with now: The Rotten and a Soul of the Sovereign. Again, dodge his Jump, then nail an HP attack to end the fight quickly.

The other enemies here are simple enough, so once you're done with this blue gate, make your way to the final red gate.

SOUTHERN SHRINE GATEWAY

▸MAP



SOUTHERN SHRINE GATEWAY

KP CHANCE	Win battle
BONUS LINE	Lv11
RULES	Disabled
SKILLS	Enabled
ASSISTS	Vaan

TREASURE

A	Carbuncle AUTO, B1
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Counterfeit Wraith	12	The Rift	A1	1	1221	The Rotten, Soul of the Sovereign
Counterfeit Wraith	12	Kefka's Tower	B2	1667	159	Cursed Ring
Idle Sky Pirate	12	Kefka's Tower	C2	1667	159	Cursed Ring
Transient Gunner	9	Kefka's Tower	D4	1485	141	Cursed Ring x2
Idle Sky Pirate	9	Old Chaos Shrine	E4	1485	141	Cursed Ring x2
Transient Gunner	12	World of Darkness	E5	1667	159	Cursed Ring
Cloud of Darkness	12	World of Darkness	H4	1667	159	Power Ring, Far From Opponent x2, Cursed Ring x2

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Near the end of this gateway after you defeat enemies close to Vaan and the Stigma of Chaos, Vaan accidentally triggers the gate and leaves, removing your Assist Character for the rest of the gateway—it's not a big problem, just be aware of it!

Once you're ready, engage Cloud of Darkness to finish this chapter. Cloud of Darkness is using a basic keep-away setup with booster accessories that trigger when she is far away from you. Stay up close to nullify them and finish her off.

CHAPTER 4

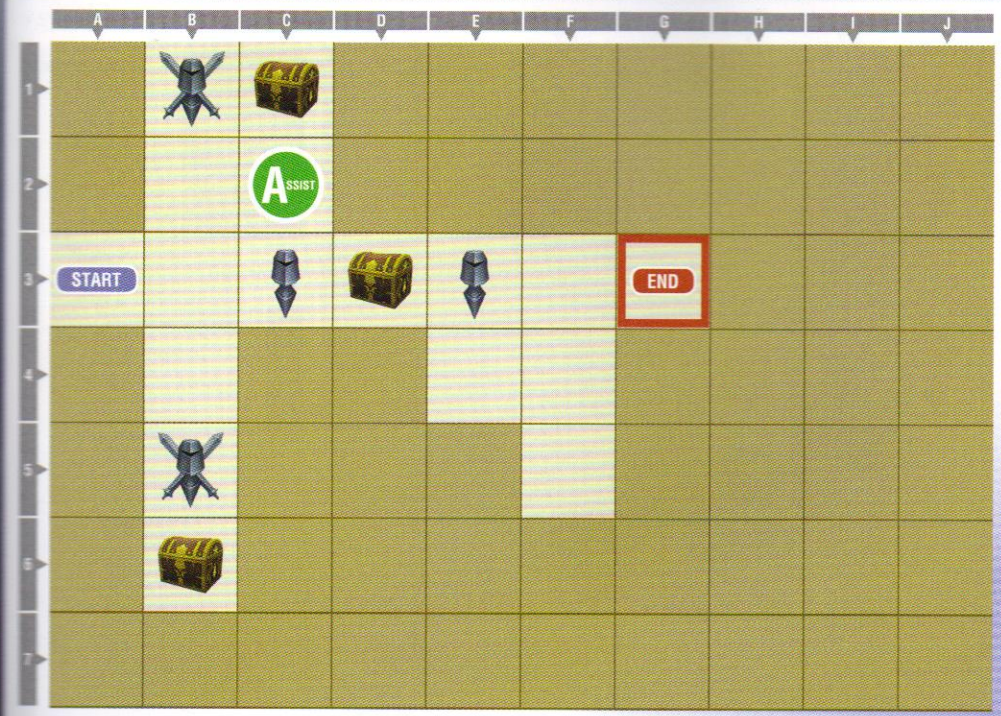
YUNA— WHERE MEMORIES WAIT

Yuna heads eastward with Jecht. There she meets…

Yuna fights using the power of her Aeons, summons that attack with a wide variety of powers. Many of her attacks cover a good distance, and can be effective anywhere from close to long range.

WEST MELMOND GATEWAY

▸MAP



WEST MELMOND GATEWAY

KP CHANCE	Win battle
BONUS LINE	Lv2
RULES	Disabled
SKILLS	Enabled
ASSISTS	Jecht

TREASURE

A	Cotton Robes, C1
B	Guard Ring, D3
C	Hairband, B6
D	—

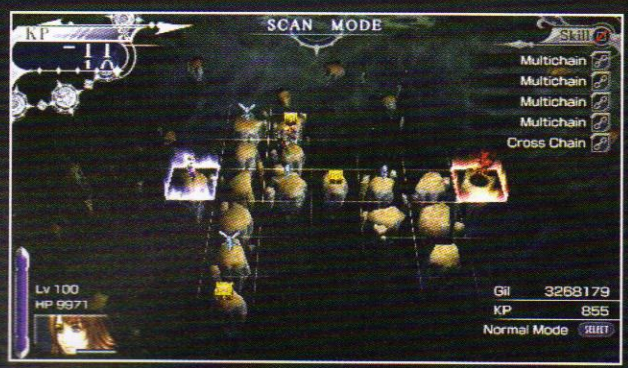
MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ephemeral Phantom	3	Old Chaos Shrine	B1	1121	107	Cursed Ring x2
Imitation Despot	1	Order's Sanctuary	C3	1000	95	Cursed Ring x3
Delusory Dragoon	3	Old Chaos Shrine	B5	1121	107	Cursed Ring x2
Ephemeral Summoner	1	Order's Sanctuary	E3	1000	95	Cursed Ring x3

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Traveling with Jecht, Yuna searches for her Crystal.

As with the other characters, you begin in a simple starter gateway. Bash the Manikins here and grab the treasures to begin powering up Yuna.



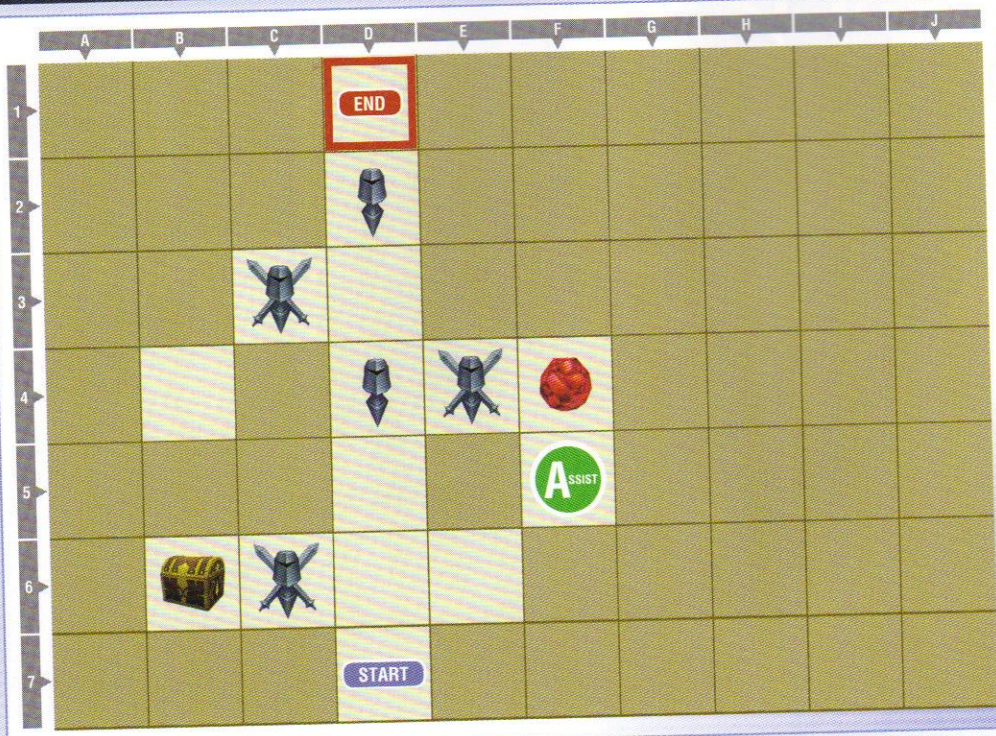
ROAMING

Beyond the gate, gather up the Powers of the Dead and the nearby chests, and then visit the Moogle Shop to grab some KP goodies (Rosetta Stones). Once you're ready, enter the next red gate.

- Manikins: 1
- Chest: EX Charge
- Chest: Rosetta Stone

NORTH MELMOND GATEWAY

▸ MAP



NORTH MELMOND GATEWAY

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv3
RULES	Disabled
SKILLS	Enabled
ASSIST	Zidane

TREASURE

A	Oak Staff, B6
B	Ramuh AUTO, F4
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
False Hero	1	The Rift	D4	1000	95	Cursed Ring x3
Ephemeral Summoner	1	The Rift	D2	1000	95	Cursed Ring x3
Imitation Despot	3	Old Chaos Shrine	C6	1121	107	Cursed Ring x2
Ephemeral Phantom	3	Dream's End	E4	1121	107	Cursed Ring x2
Fleeting Flash	3	Dream's End	C3	1121	107	Cursed Ring x2

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Remember that you can use an EX Charge or other booster skill and then a chain skill to have a full EX Gauge for every single fight that you chain together. This can allow you to clear out gates quickly, and earn good KP while doing so.

The Imitation Despot in the southwest is noticeably more difficult than the other Manikins here. It is armed with the Bahamut summon, which continuously increases its bravery, making a quick Break difficult. Use HP attacks once you have a decent bravery value. Don't try for a one-hit KO unless Yuna is already leveled up.

ROAMING

Just ahead is another blue gate, very close to the red. Pay a visit to the blue gate (Gateway to the Shrine) if you want to level Yuna a bit, or head straight for the red if you wish to continue progressing the story.

Note that this area of the world map overlaps with Laguna's explorations—this will often happen in the story mode as you travel around the world.

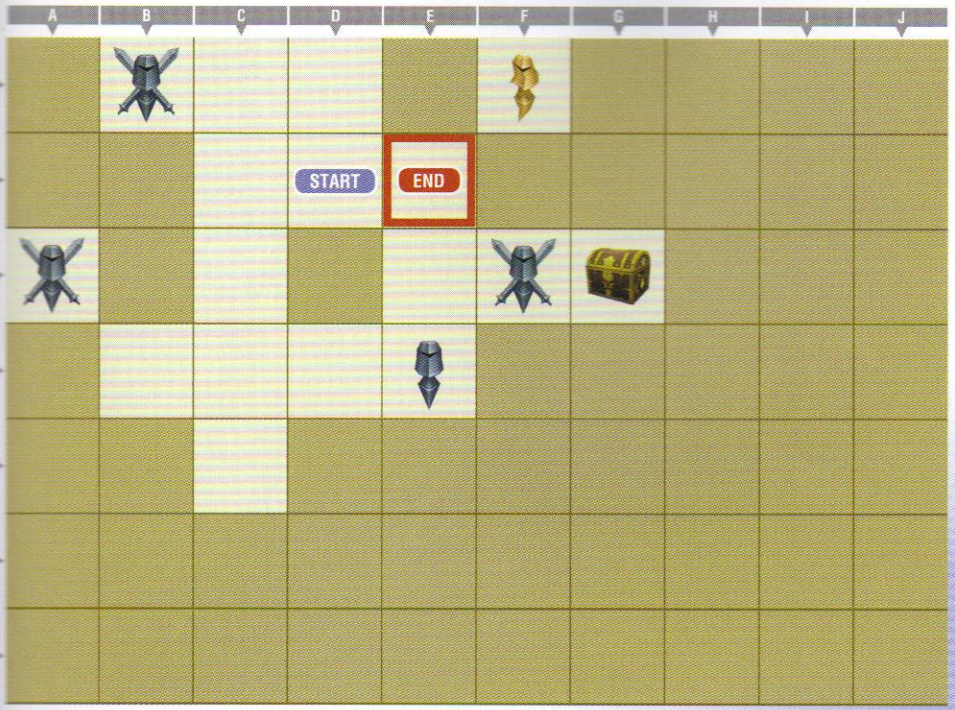
- Manikins: 1
- Chest: Oerba Beads
- Chest: Cure

SAME GATE, DIFFERENT STORY

While the physical world map location and gate names are the same, the *contents* of the gate are not identical from story to story.

GATEWAY TO THE SHRINE (BLUE)

MAP



GATEWAY TO THE SHRINE (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	None
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

TREASURE

A	Guard Stick, G3
B	—
C	—
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ephemeral Phantom	11	World of Darkness	B1	1606	153	Cursed Ring
Idle Sky Pirate	11	Lunar Subterrane	F1	1	5775	Soul of the Destroyer, The Rotten
Counterfeit Wraith	11	Lunar Subterrane	A3	1606	153	Cursed Ring
Idle Sky Pirate	11	Old Chaos Shrine	F3	1606	153	Cursed Ring
Fleeting Flash	6	Dream's End	E4	1303	124	Cursed Ring x2

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

UNREACHABLE MANIKINS

This gate is unique because it is the first time you encounter Manikins that *cannot* be reached without the use of a chain skill.

Remember that you can repeat blue gates, and you can use the KP earned to acquire more chains from the Moogle Shops, allowing you to generate far more KP than you expend buying the chains.

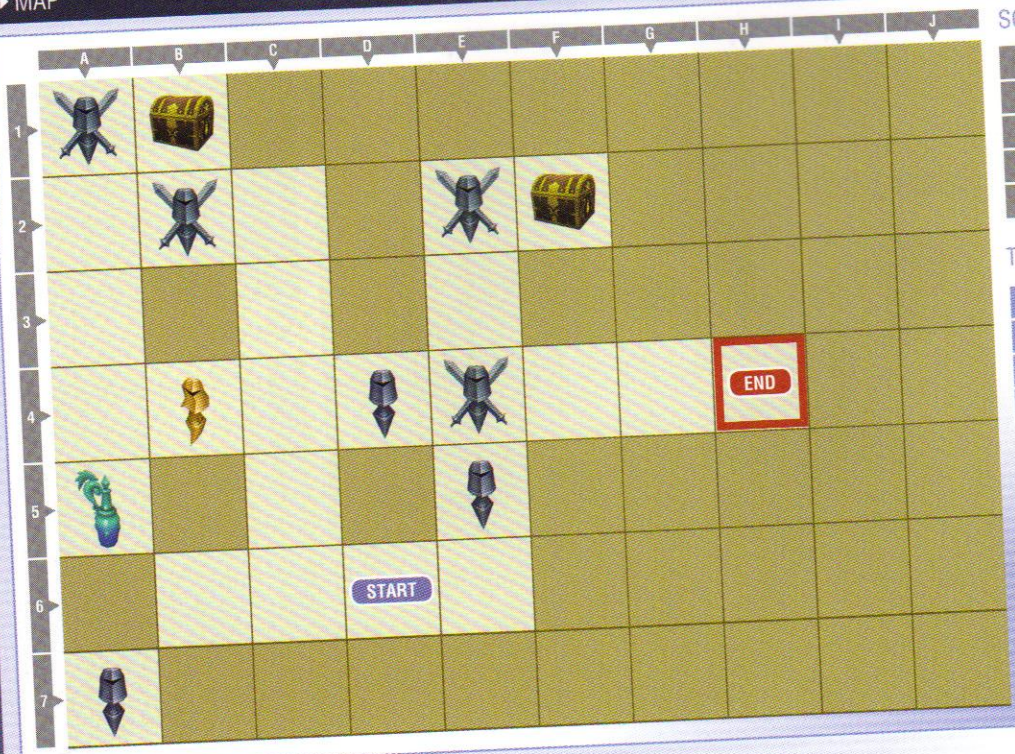
Use a Jump Chain beside the Stigma to fight four of the Manikins in one chain. The northeastern Idle Sky Pirate is dangerous, as he can one-hit KO you—but then, you can do the same to him, so be ready to dodge!

The southwestern Manikin here needs to be hit with a chain in order to fight it.

Once you complete this blue gate, move on to the nearby red gate.

SOUTHERN SHRINE GATEWAY

▸ MAP



SOUTHERN SHRINE GATEWAY

KP CHANCE	Win battle
BONUS LINE	Lv12
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

TREASURE

A	Pink Tail, B1
B	Soul of Valor, F2
C	Potion, A5
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ephemeral Vision	11	Lunar Subterrane	A1	1606	153	Cursed Ring
Ephemeral Phantom	11	Lunar Subterrane	B2	1606	153	Cursed Ring
False Hero	11	Lunar Subterrane	E2	1606	153	Cursed Ring x2
Ephemeral Vision	11	Lunar Subterrane	B4	1	5124	Soul of the Destroyer, The Rotten
Imitation Despot	6	Dream's End	D4	1303	124	Cursed Ring x2
Ephemeral Summoner	11	Lunar Subterrane	E4	1606	153	Cursed Ring
False Hero	6	World of Darkness	A7	1303	124	Cursed Ring x2
Ephemeral Phantom	6	Dream's End	E5	1303	124	Cursed Ring x2
The Emperor	18	Dream's End	H4	2030	193	Earring, Far from Opponent x2

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The Gold Manikin to the west of center is another of the 1 HP Soul of the Destroyer equipped types, this time as a Tidus Manikin. Dodge his Energy Rain and retaliate to swiftly defeat him.

There are a lot of Manikins in this dungeon, so you can potentially gain a lot of EXP if you fight them all, just watch your remaining HP if you don't have a Cure skill handy, and time the use of the Potion when you need it most.

The southwestern Manikin requires a chain to hit it, but this is a straightforward encounter otherwise.

You must face the Emperor in the east to complete this gate. Stay close to him to nullify his Far from Opponent accessories and keep the pressure on to take him down.

LIGHTNING— DECISION

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets
Secrets

Lightning arrives at the Cornelia Plains, where Sanctuary is located.

Though you have briefly played Lightning once before, this is another chance to spend some time with her and learn her moves in battle. This chapter is very short, however, so unless you spend some time in the blue gate, you won't spend much time with Lightning.

ROAMING

You begin on the plains here, rather than in a gate. Make your way up the tiny peninsula to the north, grabbing the Powers of the Dead on the way.

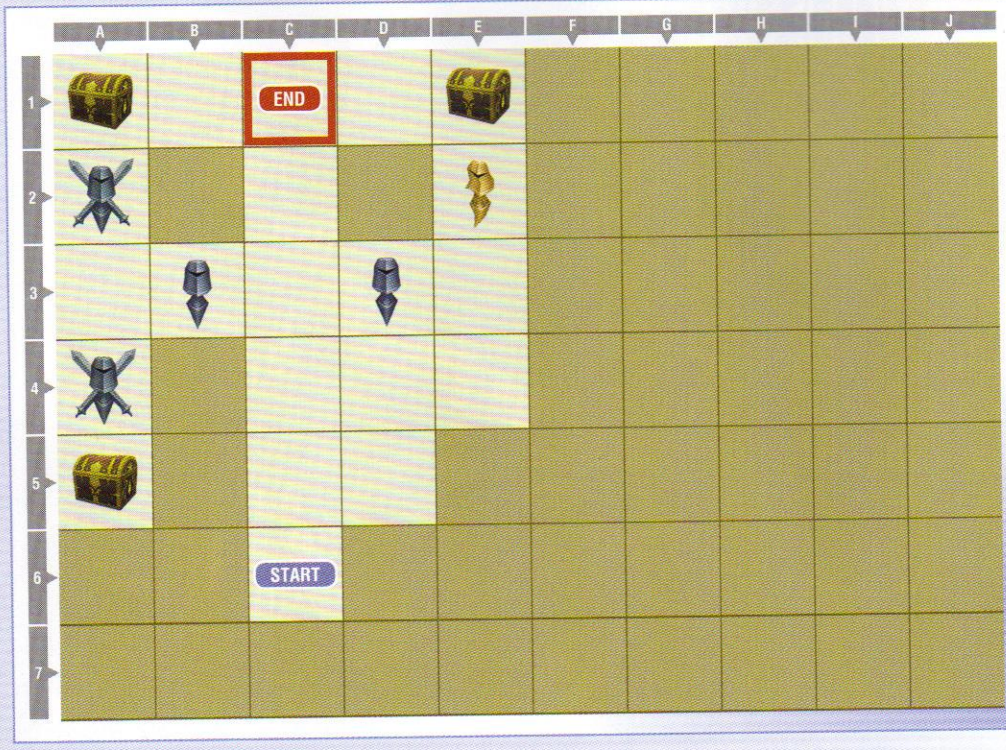
Head far off to the west to find a roaming Manikin and a chest, and to the north to find the blue gate and another chest. The red gate is to the south, but visit that one after tackling the blue.

If you wish, you can also visit the Moogle Shop near the red gate, but he only has Trophies for sale! These special items can be equipped as accessories and break in battle with a 10% chance of revealing a Growth Seed (a trade item needed for Growth Eggs, which provides a 20% EXP bonus).

- Manikins: 1
- Chest: 1500 gil
- Chest: BRV Charge

NORTH SANCTUARY GATEWAY (BLUE)

▸MAP



NORTH SANCTUARY GATEWAY (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	None
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

TREASURE

A	Iifa Leaf, A1
B	Zombie Rag, E1
C	Soul of Patience, A5
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
False Hero	13	Order's Sanctuary	A2	1727	165	Cursed Ring
Idle Sky Pirate	13	Order's Sanctuary	E2	1	801	The Rotten, Soul of the Sovereign
Delusory Dragoon	8	Orphan's Cradle	B3	1424	136	Cursed Ring x2
Fleeting Flash	8	Orphan's Cradle	D3	1424	136	Cursed Ring x2
Imitation Despot	13	Order's Sanctuary	A4	1727	165	Cursed Ring

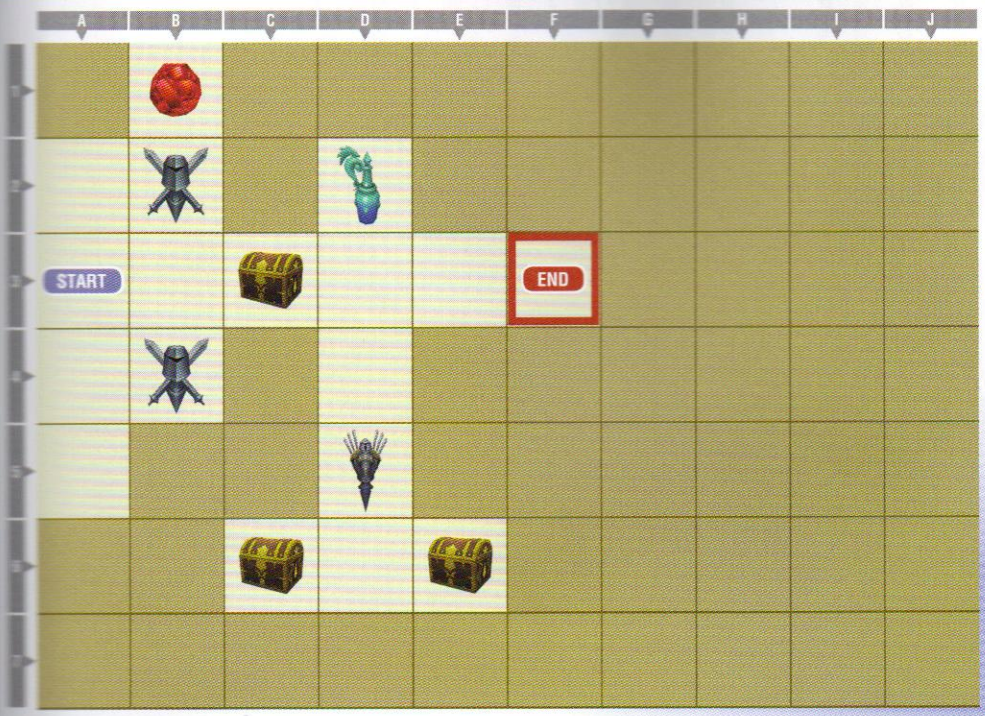
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The northeast Idle Sky Pirate is running the 1 HP build: be ready for it. The other Manikins here are entirely unremarkable, so this is a good gate for leveling up, or building up some KP if you wish.

Use a Jump Chain in the center here to chain all of the Manikins, then gather up the treasures before you leave.

FORSAKEN KINGDOM

▸MAP



FORSAKEN KINGDOM

KP CHANCE	Win battle
BONUS LINE	Lv12
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

TREASURE

A	Odin AUTO, B1
B	Potion, D2
C	2000 gil, C3
D	Blazefire Saber, C6
E	Mythril, E6

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
False Hero	13	Orphan's Cradle	B2	1727	165	Cursed Ring x2
Ephemeral Summoner	13	Order's Sanctuary	B4	1727	165	Cursed Ring
Ephemeral Phantom	23	Order's Sanctuary	D5	2333	222	Hyper Ring x2, Near Loss x6, Near Death x2
Warrior of Light	18	Order's Sanctuary	F3	2762	249	Power Ring, Attacking Bravery x3, Near Opponent x3

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The Ephemeral Phantom to the southeast is noticeably tougher than the other Manikins you've faced up to this point.

How tough he is depends partly on how fast you have leveled Lightning up; given that he's level 23, you may face a slow, difficult battle. If you are low level, feel free to use 100% breakable accessories, any Summons you have, and any battle skills to even the odds. Be careful: he powers up when he's about to die!

Your final opponent here, oddly, is Warrior of Light.

CHAPTER 6

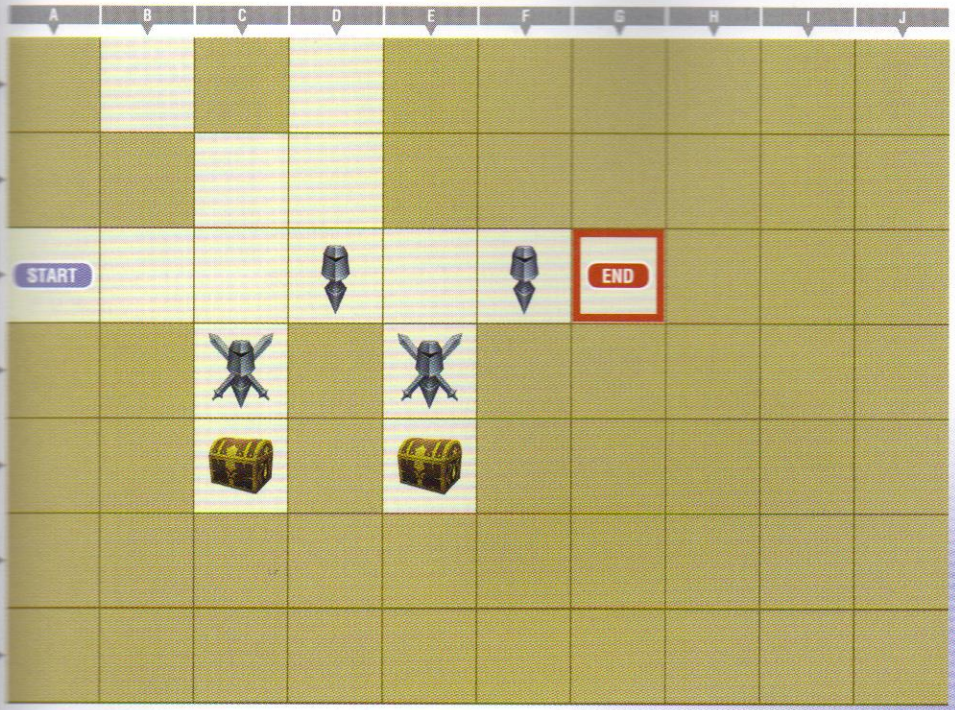
KAIN HIGHWIND— INDISCERNIBLE TRUTH

Kain works behind the scenes to prevent the warrior's demise.

Kain is a heavily armored warrior who moves with surprising agility. His signature Jump attack has a very unusual movement, and can be controlled in the air to land near your opponent, blasting a devastating shockwave in the area. His other moves take advantage of the reach of his spear to cover a wide area at close range, and you can throw it as a projectile or use it in midair from above, as well.

SUNKEN LAKE GATEWAY

MAP



SUNKEN LAKE GATEWAY

KP CHANCE	Win battle
BONUS LINE	Lv2
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

TREASURE

A	Javelin, C5
B	Pink Tail, E5
C	—
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imitation Despot	7	Old Chaos Shrine	C4	1364	130	Cursed Ring
Delusory Dragoon	3	Order's Sanctuary	D3	1121	107	Cursed Ring x2
Fleeting Flash	7	Old Chaos Shrine	E4	1364	130	Cursed Ring
Transient Gunner	3	Order's Sanctuary	F3	1121	107	Cursed Ring x2

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

Nothing too tricky in this gateway—it's simply an intro for exploring Kain's abilities. And yes, this Jump is just as cool as you might have hoped. Clear out the Manikins and touch the Stigma to enter the overworld.

ROAMING

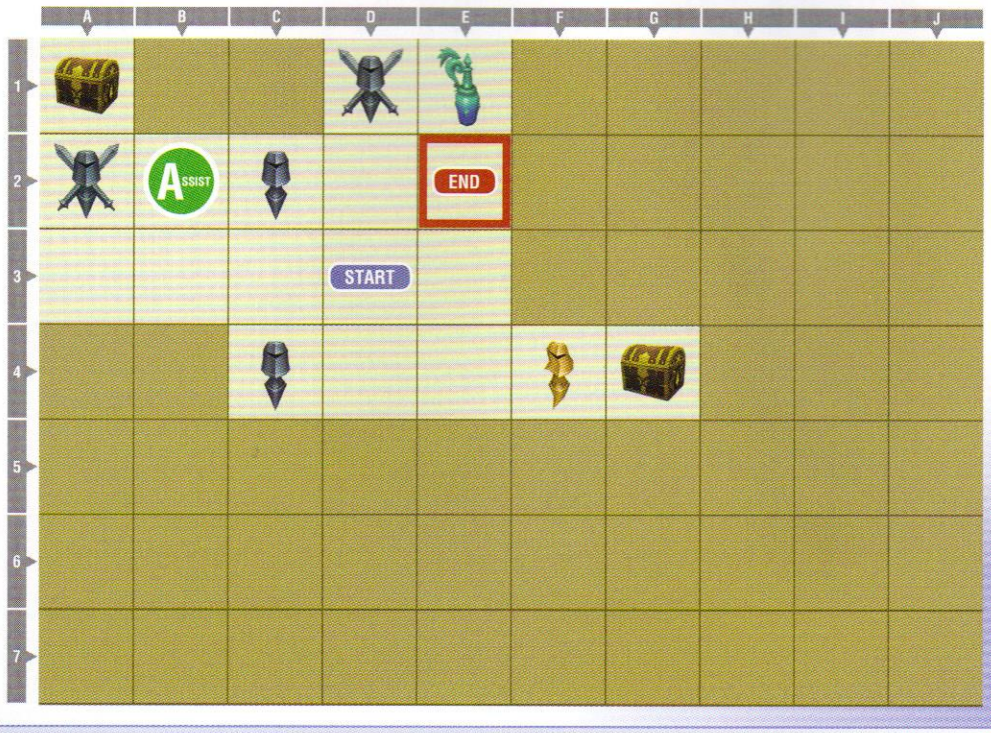
Be sure to head up into the snowy mountains off to the right. There's a chest hidden near a shielded gate, with a Manikin patrolling nearby.

Once you've picked up the chests, cross the nearby bridge to speak with Firion, then move on to the gates. Visit the blue gate first.

- Manikins: 2
- Chest: Maser Eye
- Chest: Assist Charge
- Chest: 500 gil
- Chest: Rosetta Stone

HIDDEN DARKNESS GATEWAY (BLUE)

▸MAP



HIDDEN DARKNESS GATEWAY (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	None
RULES	Disabled
SKILLS	Enabled
ASSISTS	Firion

TREASURE

A	500 gil, A1
B	Soul of Valor, G4
C	Potion, E1
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Idle Sky Pirate	7	World of Darkness	D1	1364	130	Cursed Ring
Imitation Despot	7	World of Darkness	A2	1364	130	Cursed Ring
Capricious Reaper	3	Crystal World	C2	1121	107	Cursed Ring x2
Fleeting Flash	3	Crystal World	C4	1121	107	Cursed Ring x2
Phantasmal Girl	7	World of Darkness	F4	1	816	The Rotten, Soul of the Sovereign

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

KP CHAINS

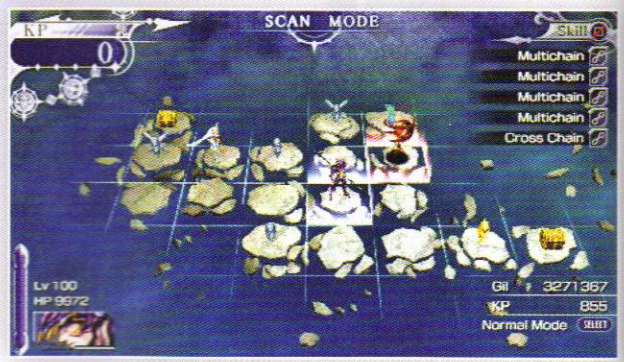
This is a good time to practice abusing the power of skills used in combination with chains.

Employ a powerful skill like BRV Charge or BRV 0 and follow it up with a chain that hits 4 or more enemies. By doing so, you can rack up a ton of KP, and easily clear out a gateway.

This is doubly helpful in a blue gate, as you gain all the EXP, items, and more KP than it cost to buy the skills, if done correctly.

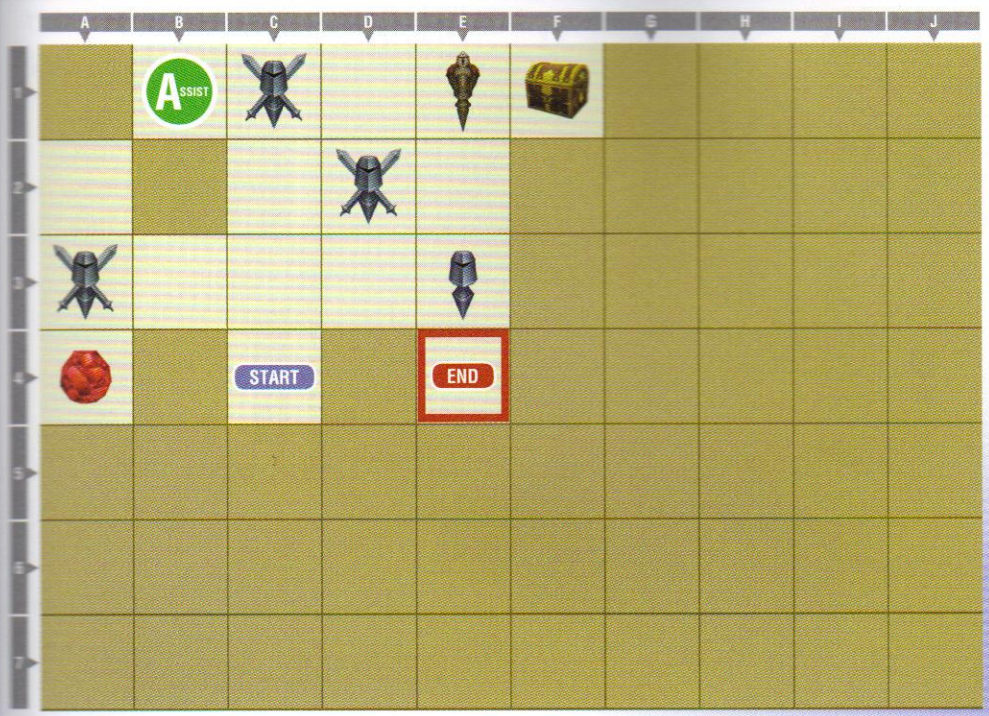
Note that for straight power leveling, there are other, better methods, but this is the best way to generate KP if there are specific items you want to buy from the Moogle Shop.

The Gold Manikin to the southeast is of the 1 HP variety, but otherwise, the combat here is straightforward. Because the enemies here are fairly simple, this is a good place to level up or earn KP if you feel the need. Once you're done, move right over to the red gate nearby.



LEGENDARY LAKE GATEWAY

MAP



LEGENDARY LAKE GATEWAY

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv6
RULES	Disabled
SKILLS	Enabled
ASSISTS	Firion

TREASURE

A	Shiva AUTO, A4
B	Black Dragon Spear, F1
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Dragoon	7	Crystal World	A3	1364	130	Cursed Ring
Fallacious Tree	7	World of Darkness	C1	1364	130	Cursed Ring
Imitation Despot	17	World of Darkness	E1	1970	188	Hyper Ring, Guardian Bangle, HP = 100% x8
Fleeting Flash	7	Crystal World	D2	1364	130	Cursed Ring
Fleeting Flash	3	Ultimecia's Castle	E3	1121	107	Cursed Ring x2

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Beware of the Imitation Despot to the northeast. Depending on your level, you may need to burn some skills, or 100% breakable accessories to defeat it. If you've picked up Magic Pot, this is a good place to use it.

Defeating him allows you to reach a chest with the Black Dragon Spear in it, a fairly strong weapon for Kain this early in the game.

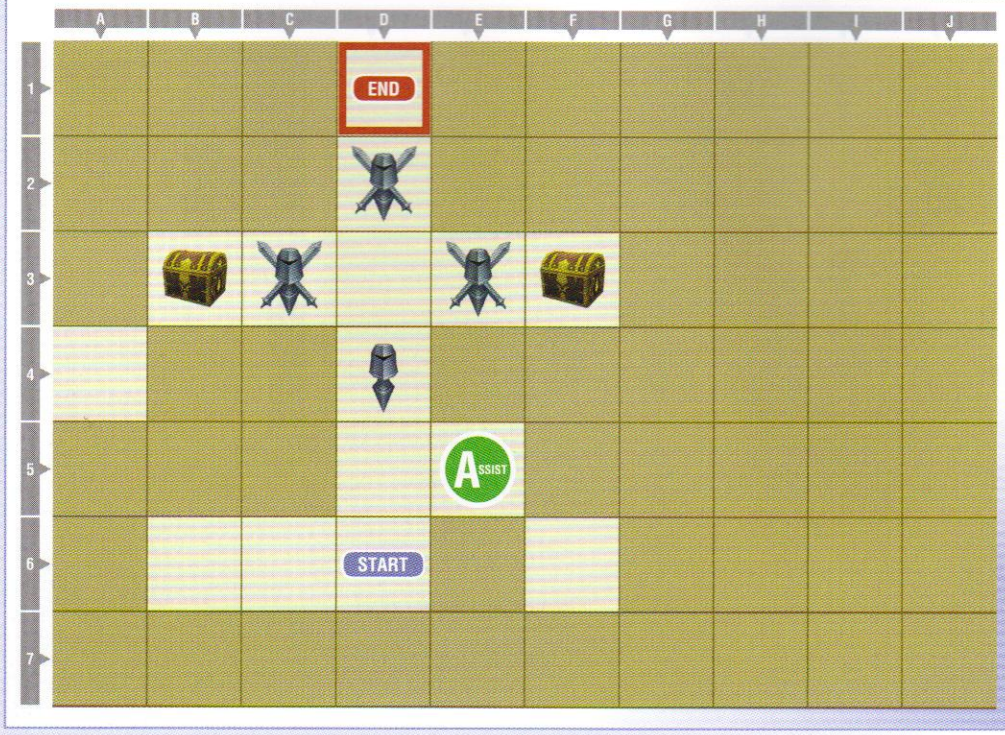
ROAMING

Beyond the gate, patrol the area to gather up the goods, then move on to the next gateway.

- Manikins: 2
- Chest: KP Gambler
- Chest: Pink Tail
- Chest: Jump
- Chest: 1000 gil

GATEWAY OF TRUE INTENT

▸ MAP



GATEWAY OF TRUE INTENT

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv10
RULES	Disabled
SKILLS	Enabled
ASSISTS	Firion

TREASURE

A	Pebble, B3
B	500 gil, F3
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Gunner	6	Crystal World	D4	1303	124	Cursed Ring
Idle Sky Pirate	13	Crystal World	C3	1727	165	Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Fallacious Tree	13	World of Darkness	E3	1727	165	Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Fleeting Flash	13	Ultimecia's Castle	D2	1727	165	Pearl Necklace, Dragonfly Orb, Attractorb, Break x6

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Use the Jump skill you acquired from the treasure chest on the overworld here to jump into the center of the Manikins and you can do an instant 4-chain.

ASSIST ATTACKS AND EX MODE

An important combat tip is given here: it bears repeating—when enemies are in EX Mode, if you hit them with an assist attack, it ends their EX Mode *and* gives you stage bravery. This is called an EX Break. This can turn a bad situation into a winning one, though you usually need to have an Assist already charged to do this safely. It is also possible to receive stage bravery instantly by hitting an *enemy's* Assist when you are in EX Mode. This is known as an Assist Break.

Both the east and the west Manikins here have accessories to enable them to reach EX Mode more easily, and they are somewhat tough opponents. Just remember you can inflict an EX Break if they do achieve it.

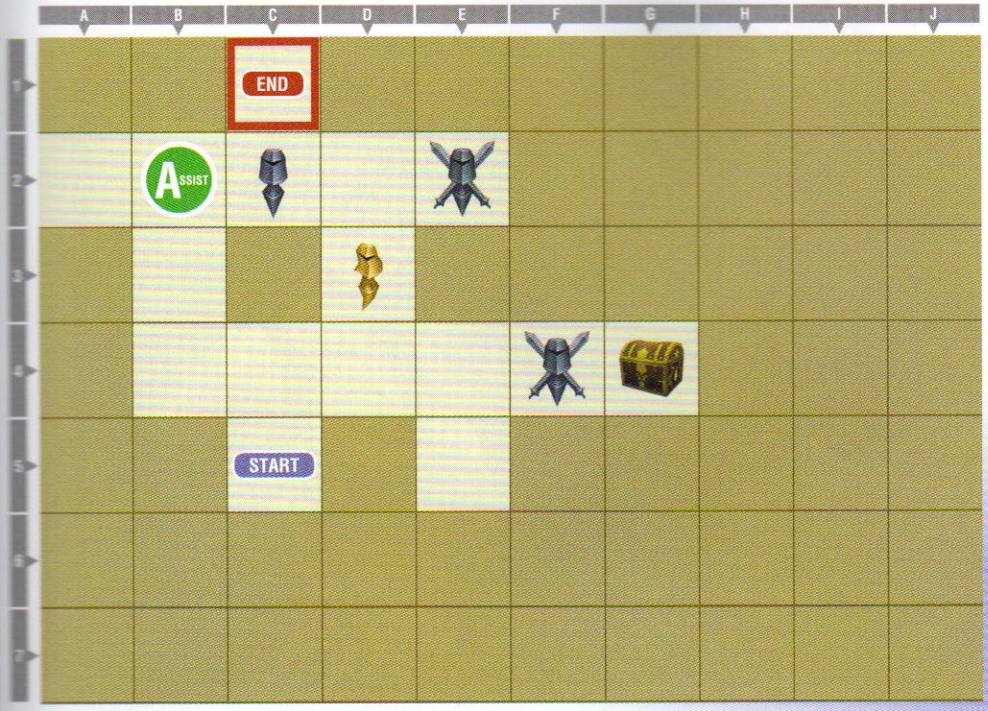
ROAMING

Beyond this gate is the final area. Search it to find a chest, a roaming Manikin, and the Moogle Shop. Grab the Powers of the Dead, hit the shop, then visit the final gate.

- Manikins: 1
- Chest: BRV Charge

RYUKAHN GATEWAY

▸MAP



RYUKAHN GATEWAY

KP CHANCE	Win battle
BONUS LINE	Lv12
RULES	Disabled
SKILLS	Enabled
ASSISTS	Firion

TREASURE

A	Yellow Drop, G4
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Dragoon	6	Crystal World	C2	1303	124	Cursed Ring
Transient Gunner	13	Dream's End	E2	1727	165	Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Phantasmal Girl	13	Order's Sanctuary	D3	1	954	The Rotten, Soul of the Sovereign
Idle Sky Pirate	13	World of Darkness	F4	1727	165	Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Exdeath	18	Crystal World	C1	2030	193	Attractorb, Pearl Necklace, After Summon, BRV ≤ Base Value, Empty Assist Gauge, Pre-Assist

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The Phantasmal Girl Gold Manikin is a 1 HP wonder. Dodge repeatedly, then land an HP attack when she's recovering.

The Idle Sky Pirate in the east and the Transient Gunner in the northeast have the same EX Mode enhancing accessories as the Manikins in the previous gate; just be ready to break them with an assist attack if necessary.

The final battle with Exdeath is fairly challenging. Don't hesitate to burn a skill or accessory here, but he can be defeated normally. You may find him easier to hit with Gungnir than Jump, if you haven't leveled into higher level HP attacks by now.

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets
Secrets

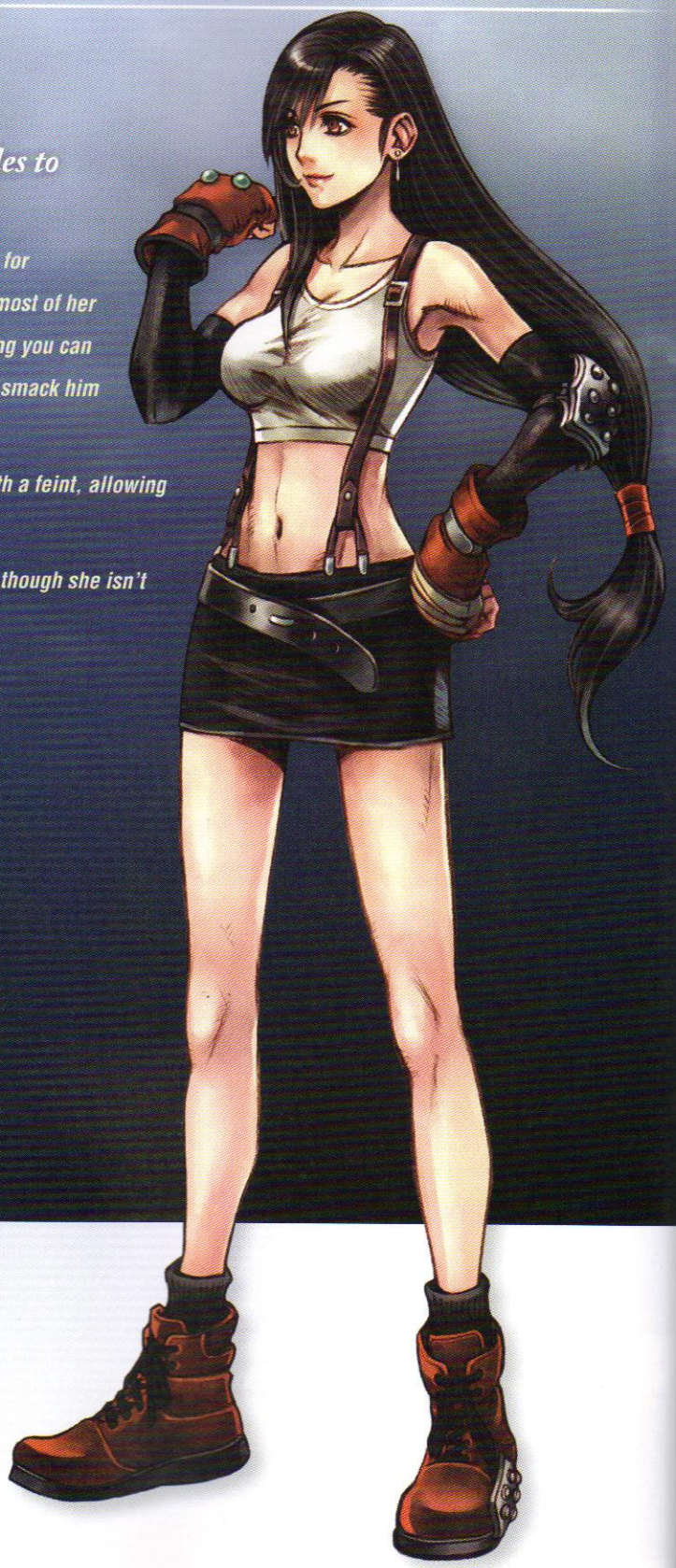
TIFA LOCKHART—ALLY

Fighting the Manikins alone, Tifa decides to rush back to Sanctuary.

Tifa is a proficient martial artist and brawler, ideally suited for pressuring enemies at close range. She can also continue most of her combo moves without actually hitting her opponent, meaning you can begin a combo as an enemy moves from behind cover, and smack him with the last part of it as he comes into view.

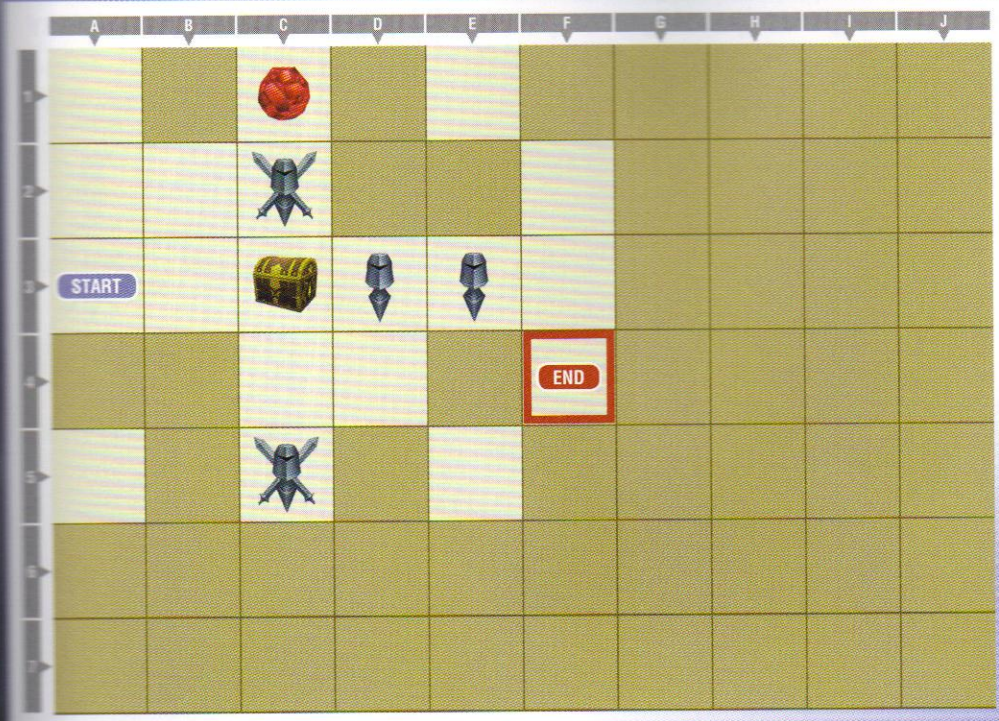
Some of Tifa's moves can also be cancelled mid-stream with a feint, allowing you to mix up your offense.

Because of this trait, she is at her best on the ground, even though she isn't entirely defenseless in the air.



GATEWAY OF MELTING SNOWS

▸MAP



GATEWAY OF MELTING SNOWS

KP CHANCE	Win battle
BONUS LINE	Lv2
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

TREASURE

A	Magic Pot AUTO, C1
B	Pearl Necklace, C3
C	—
D	—

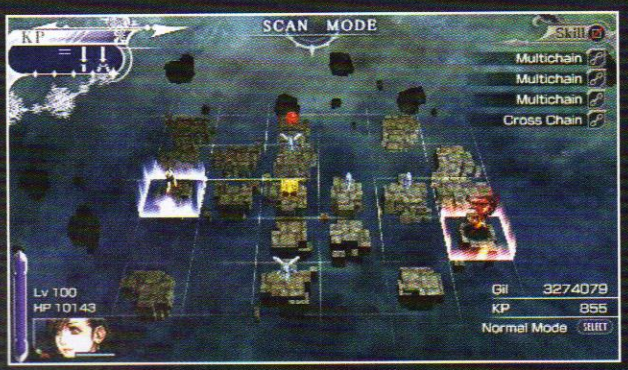
Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Brawler	4	Old Chaos Shrine	C2	1182	113	Cursed Ring
Imaginary Brawler	1	Order's Sanctuary	D3	1000	95	Cursed Ring x2
Idle Sky Pirate	1	Order's Sanctuary	E3	1000	95	Cursed Ring x2
Ephemeral Summoner	4	Old Chaos Shrine	C5	1182	113	Cursed Ring

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

Use a Straight Chain here in the center, if you want to chain all four enemies.



ROAMING

Once you clear out the intro gate, turn around and head back down the path to find a chest and the Moogle Shop.

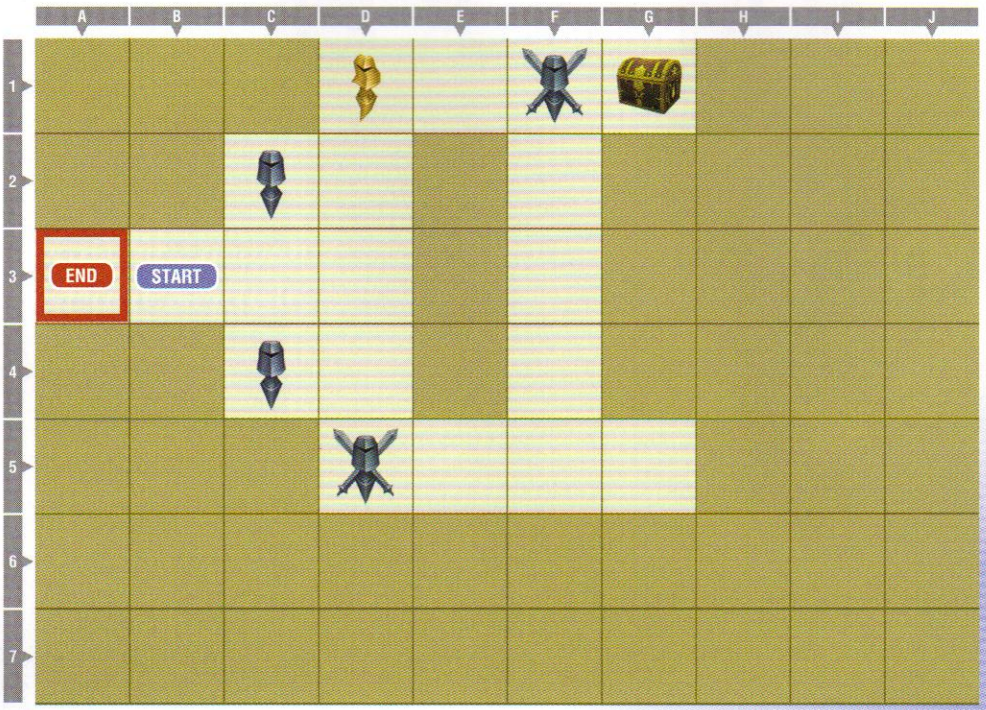
Stock up on Rosetta Stones and anything else you want, then go back in the other direction to pick up some Powers of the Dead and find the blue gate near another chest and a roaming Manikin.

If you continue past the blue gate toward the red gate ahead, you can head off to the right of the red gate to find another chest and another roaming Manikin. Clear all this out, then enter the blue gate.

- Manikins: 2
- Chest: Pink Tail
- Chest: 500 gil
- Chest: BRV Zero

SOLITUDE AND TREACHERY (BLUE)

▸MAP



SOLITUDE AND TREACHERY (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	None
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

TREASURE

A	1000 gil, G1
B	—
C	—
D	—

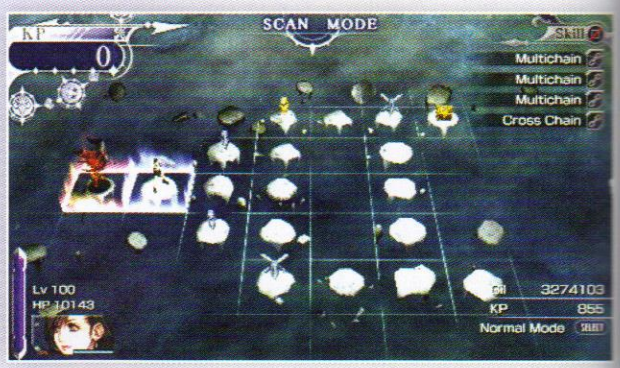
MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imitation Despot	1	Old Chaos Shrine	C2	1000	95	Cursed Ring x2
Ephemeral Vision	4	Old Chaos Shrine	D1	1	2273	Soul of the Destroyer, The Rotten
Fleeting Flash	4	Pandaemonium	F1	1182	113	Cursed Ring
Delusory Dragoon	1	Ultimecia's Castle	C4	1000	95	Cursed Ring x2
Counterfeit Wraith	4	Pandaemonium	D5	1182	113	Cursed Ring

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

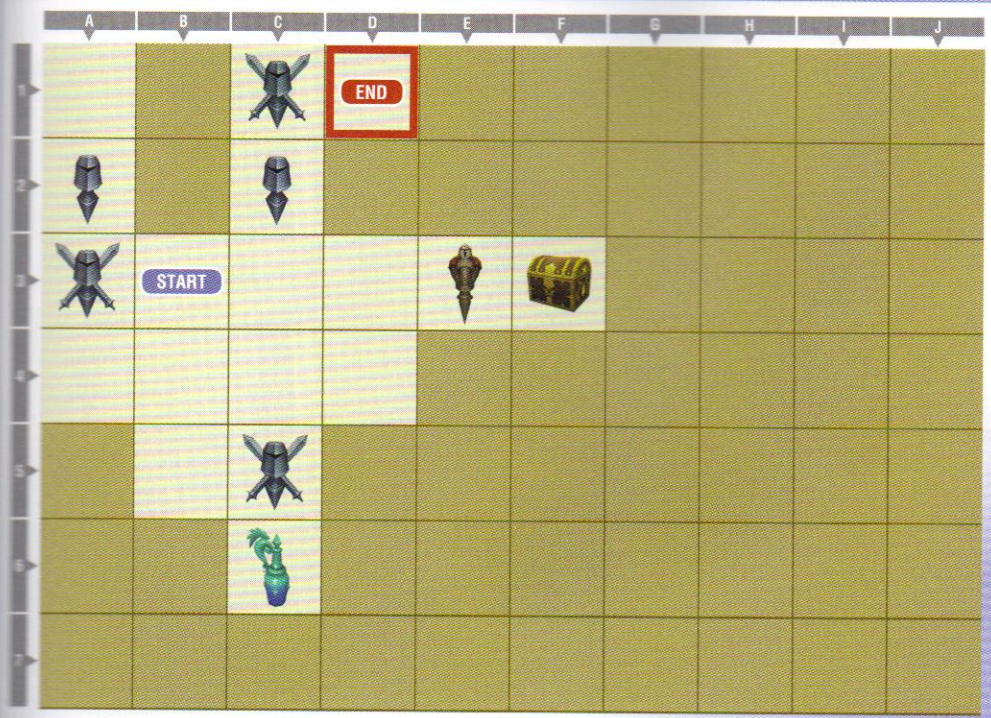
A Cross Chain from the start position gets you a 4x combo, while using a Multichain from the right gives you a 5x if you're farming some KP here.

This is a straightforward gate, other than the Gold Manikin to the north, who has the 1 HP setup. Clear the place out and move on to the next red gate, or hang out and stock up on some KP to increase Tifa's accessory slots with Rosetta Stones.



FROZEN CONTINENT

MAP



FROZEN CONTINENT

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv6
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

TREASURE

A	Metal Knuckles, F3
B	Potion, C6
C	—
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Brawler	4	Old Chaos Shrine	C1	1182	113	Cursed Ring
Delusory Dragoon	1	Ultimecia's Castle	C2	1000	95	Cursed Ring x2
Ephemeral Summoner	1	Old Chaos Shrine	A2	1000	95	Cursed Ring x2
Fleeting Flash	4	Old Chaos Shrine	A3	1182	113	Cursed Ring
Fallacious Tree	16	Old Chaos Shrine	E3	1909	182	Muscle Belt x2,, Near Opponent x6, After 45 Seconds
Imaginary Brawler	4	The Rift	C5	1182	113	Cursed Ring
Ultimecia	12	Ultimecia's Castle	D1	1667	159	Attractorb, Pearl Necklace, Far from Opponent, EX Mode, Cursed Ring x3

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The Fallacious Tree to the east guarding a chest on this map is a tough nut to crack. If you have trouble defeating him, burn up some of your 100% breakable accessories or skills, or gain a few levels back at the Solitude and Treachery blue gate.

Ultimecia is comparatively easy—pick up the Potion before you engage her and use your EX Mode to pound her into submission.

ROAMING

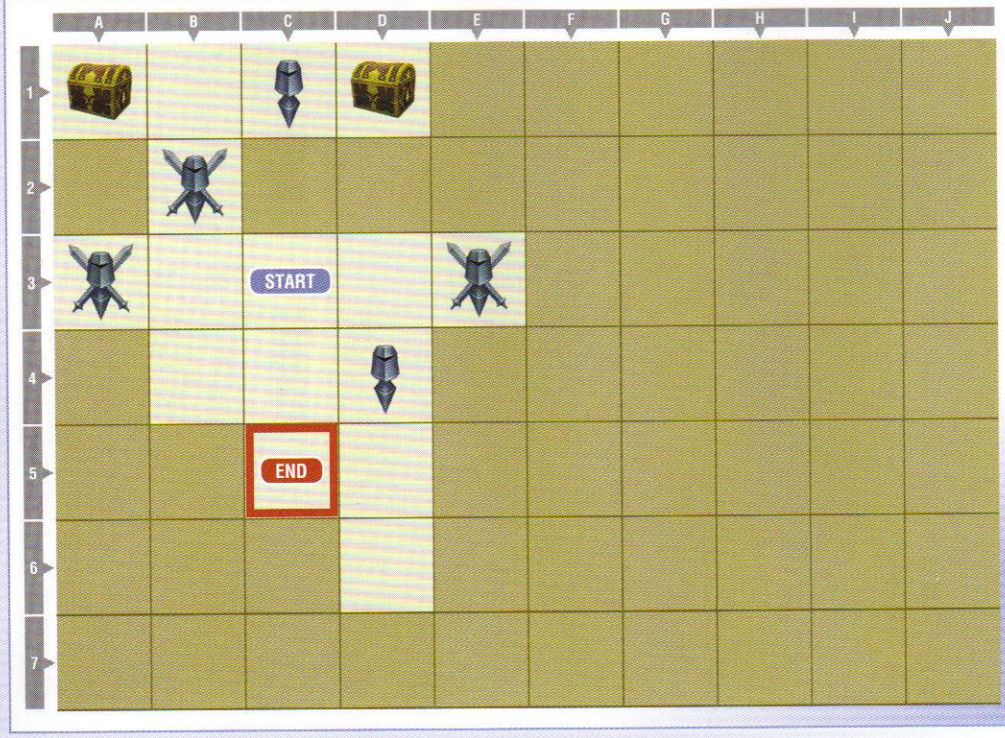
Beyond the Frozen Continent Gate you can immediately find a Moogle Shop. Grab any skills if you need them, then patrol the area to grab the chests before you hit the first blue gate. There are actually *two* blue gates before the next red gate, one being Solitude and Treachery which you may have already finished.

Feel free to use them to stock up on KP if you wish, or skip them entirely if you don't need to level up.

- Manikins: 2
- Chest: BRV Charge
- Chest: Rosetta Stone
- Chest: Pink Tail

SNOW OF SORROW (BLUE)

▸ MAP



SNOW OF SORROW (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	None
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

TREASURE

A	Wakizashi, A1
B	Cyan Drop, D1
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ephemeral Summoner	11	Old Chaos Shrine	A3	1606	153	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
Fleeting Flash	11	Old Chaos Shrine	B2	1606	153	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
Counterfeit Wraith	7	Kefka's Tower	C1	1364	130	Cursed Ring
Imitation Despot	11	The Rift	E3	1606	153	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
Transient Gunner	7	Kefka's Tower	D4	1364	130	Cursed Ring

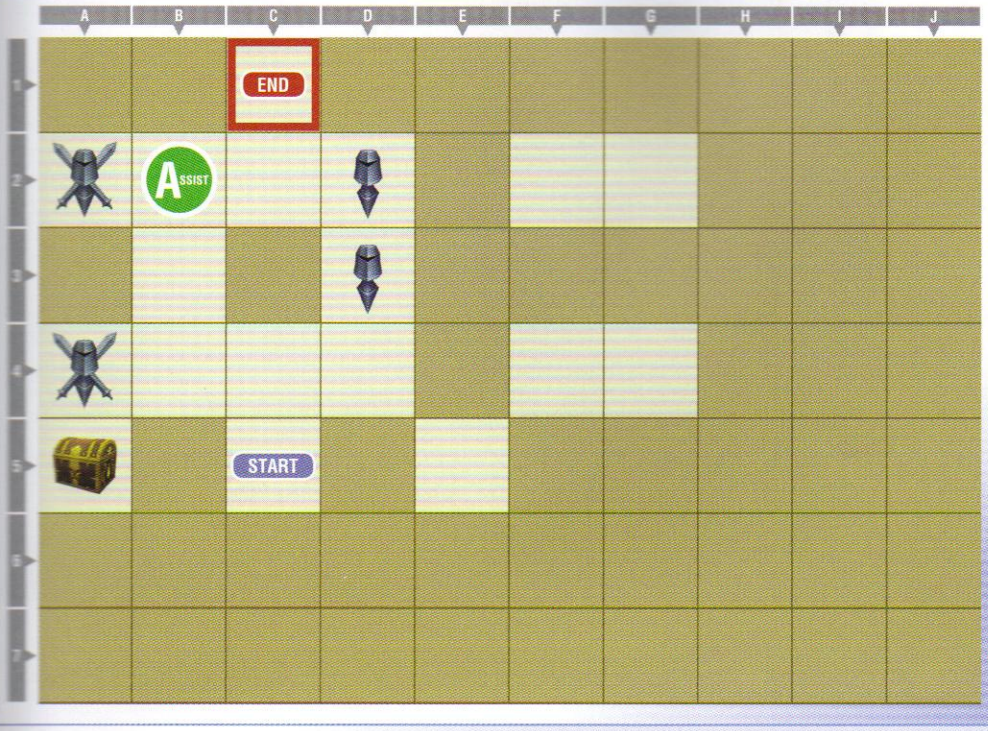
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Use a Multichain in the center here to capture every Manikin in one chain battle.

The northwestern, western, and eastern Manikins have an EX Mode set of accessories and the Bahamut summon, but they're otherwise not too difficult.

RYUKAHN GATEWAY

▸MAP



RYUKAHN GATEWAY

KP CHANCE	Win battle
BONUS LINE	Lv12
RULES	Disabled
SKILLS	Enabled
ASSISTS	Kain

TREASURE

A	White Drop, A5
B	—
C	—
D	—

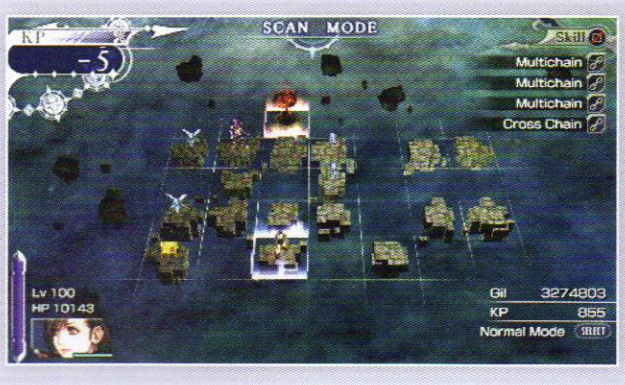
MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ephemeral Summoner	16	Pandaemonium	A2	1909	182	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
Imaginary Brawler	11	Pandaemonium	D2	1606	153	Cursed Ring
Delusory Dragoon	11	Old Chaos Shrine	D3	1606	153	Cursed Ring
Fleeting Flash	16	Old Chaos Shrine	A4	1909	182	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The northwestern Manikin here can only be reached by using a chain skill. Two of the Manikins have EX Mode boosting accessories, but the gate is otherwise not too difficult.

There is no ultimate final battle for this chapter—reach the Stigma and you are done with Tifa's story!



EPILOGUE

An undocumented battle—following the Manikins' "aura," our heroes reach the land of discord.

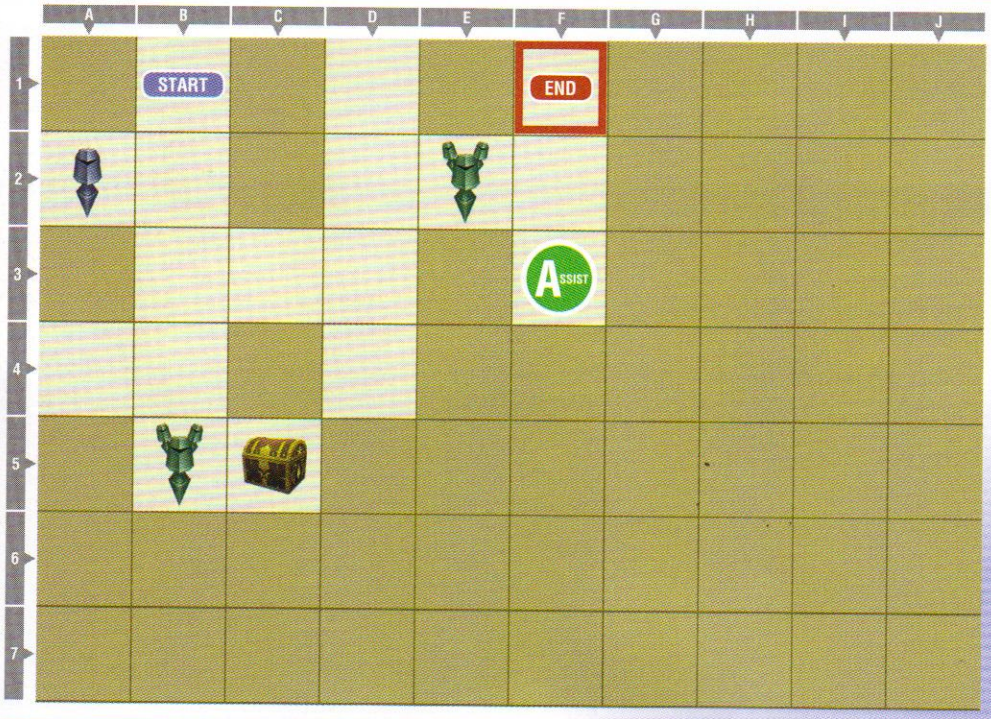
With the completion of the individual character chapters, you come to the epilogue of Scenario 012. This special chapter lets you take a party of five characters to battle together.

PARTY MODE

Chapter 8 is the first time you are allowed to access party mode. Initially your party is fixed: in this chapter you have Lightning, Vaan, Laguna, Yuna, and Tifa, though you can adjust the order in which they appear before you begin the story.

CONFLICTING VIRTUES

▸ MAP



CONFLICTING VIRTUES

KP CHANCE	Win battle
BONUS LINE	Lv14
RULES	Disabled
SKILLS	Enabled
ASSISTS	Kain

TREASURE

A	500 gil, C5
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Brawler	13	Orphan's Cradle	A2	1727	165	Cursed Ring x2
Fleeting Flash	13	Orphan's Cradle	B5	1727	165	Cursed Ring x2
False Stalwart	19	Crystal World	B5	2091	199	Hyper Ring, After 15 Seconds, After 30 Seconds x5, After 45 Seconds, After 60 Seconds, After 90 Seconds
Delusory Dragoon	13	Orphan's Cradle	E2	1727	165	Cursed Ring x2
False Stalwart	19	Lunar Subterrane	E2	2091	199	Hyper Ring, After 15 Seconds, After 30 Seconds x5, After 45 Seconds, After 60 Seconds, After 90 Seconds

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Your party sets out for the northern continent, in the hopes of finding and destroying the source of the Manikins.

This battleboard is the first time you encounter enemy Manikin parties. You can engage them in party battles, either Round-Robin or Tournament-style fights.

PARTY BATTLES

You can tap the **L** button to switch between Round-Robin and Tournament fights.

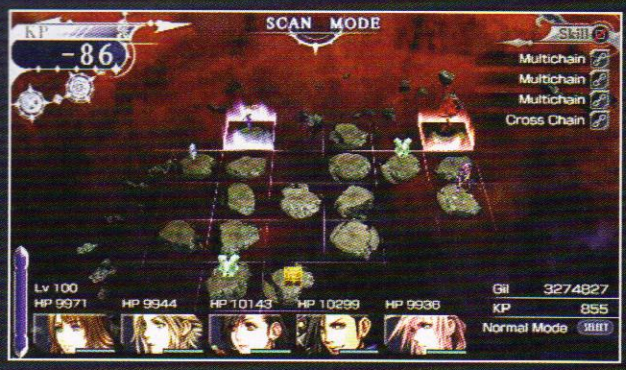
Round-Robin lets each party member fight, and you try to win a best-of-five match—win three fights and the remaining Manikins disappear. You earn KP from the vanished Manikins, though you do not gain EXP from them.

Tournament mode, on the other hand, lets you battle all of the enemies with one character; if you win, everyone gains EXP, but you share HP, so one loss and you're out.

If you're looking for quick completion, stick to Round-Robin fights, but if you need EXP for the whole party, use your favorite character and fight Tournament style.

For non-party Manikins, your lead character goes to battle, and your other party members gain a small amount of EXP from the fight, so be sure your lead character is either your preferred character, or a character you want to level more than the others.

Both enemy parties have a simple Manikin, and a False Stalwart that gains power the longer you let him live. Go for a quick takedown!



ROAMING

Travel around this area, the Land of Discord, speak with your other party members, and gather up the Powers of the Dead. Find the red gate just to the north, but don't enter it before you finish exploring. You can find a Moogle Shop and a chest farther to the south.

LEVEL GAP ACCESSORIES

This Moogle Shop sells accessories that give you large multipliers if you are fighting a much-higher-level opponent.

These are especially fun to use in battle mode with a low-level character (or a character set to low level), against a high-level opponent configured to be easy to fight (like the old Level 100 Exdeath trick from the first Dissidia game).

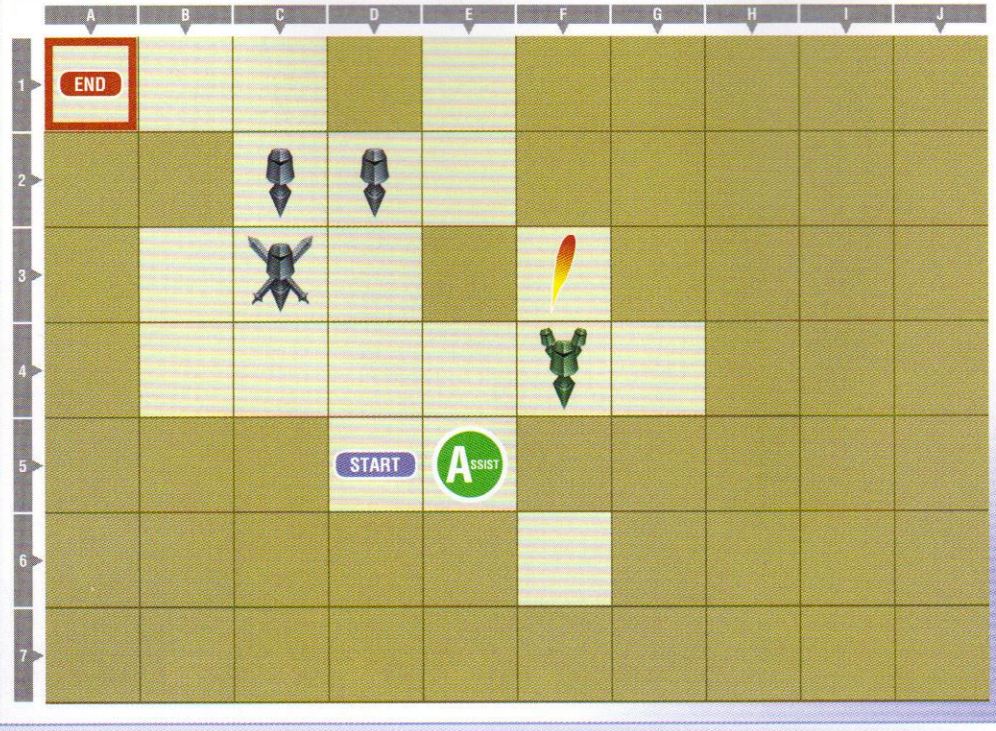
It is also possible to leave the Land of Discord to the east and travel along the Bahamut Isles, a narrow land bridge that connects the northwestern and northeastern continents. Check your map to see the new areas. You can't get past the closed gate at the end, but you can pick up a piece of valuable Mythril in a chest halfway down the land through a light bridge.

Once you're ready, head for the red gate.

- Chest: Maser Eye
- Chest: Mythril

INHERITED MEMORIES

▸MAP



INHERITED MEMORIES

KP CHANCE	Win battle with 90 seconds
BONUS LINE	Lv16
RULES	Disabled
SKILLS	Enabled
ASSISTS	Kain

TREASURE

A	Phoenix Down, F3
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Harlequin	13	Pandaemonium	D2	1727	165	Cursed Ring x2
Phantasmal Harlequin	19	Dream's End	C3	2091	199	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds, After 60 Seconds, After 90 Seconds
Imaginary Brawler	13	Pandaemonium	C2	1727	165	Cursed Ring x2
Idle Sky Pirate	13	Pandaemonium	F4	1727	165	Cursed Ring x2
Phantasmal Harlequin	19	Dream's End	F4	2091	199	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds, After 60 Seconds, After 90 Seconds
Delusory Dragoon	19	Dream's End	F4	2091	199	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds, After 60 Seconds, After 90 Seconds

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

PHOENIX DOWN

A new item shows up on this battleboard: the Phoenix Down. This is used to revive party members that have been KO'd in party battles. You can also use the Raise skill, if you have it, or simply complete the gate to revive your party.

Several of the Manikins in this gate have accessories set up to boost their power significantly the longer the fight lasts. Take them down swiftly!

ROAMING

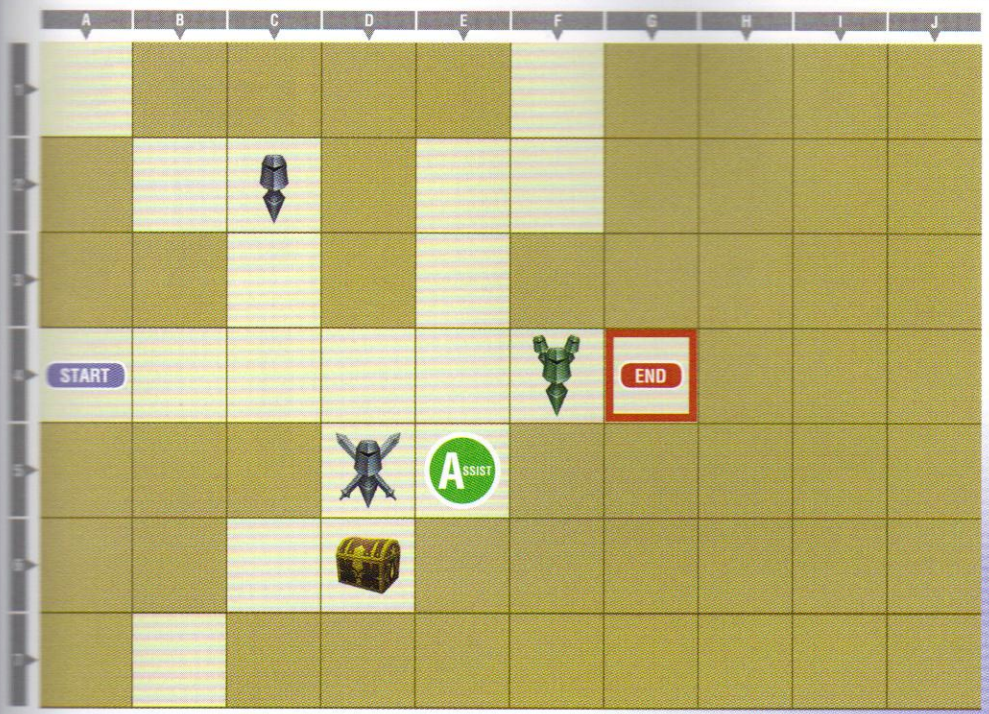
Beyond the gate, do your usual sweep of the area, speak with your party members, and scoop up the chests and Powers of the Dead in the area.

Once you're ready, hit up the next red gate.

- Chest: 500 gil
- Chest: BRV Charge

GATEWAY OF ARTIFICIAL LIFE

MAP



GATEWAY OF ARTIFICIAL LIFE

KP CHANCE	BRV Break within 60 seconds
BONUS LINE	Lv19
RULES	Disabled
SKILLS	Enabled
ASSISTS	Kain

TREASURE

A	2000 gil, D6
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Witch	18	Kefka's Tower	C2	2030	193	Cursed Ring x2
Fleeting Flash	24	Sky Fortress Bahamut	D5	2394	228	Hyper Ring, After 15 Seconds x2, After 30 Seconds x5, After 45 Seconds, After 60 Seconds, After 90 Seconds
Counterfeit Wraith	18	Kefka's Tower	F4	2030	193	Cursed Ring x2
False Stalwart	18	Kefka's Tower	F4	2030	193	Cursed Ring x2
Imitation Despot	24	Sky Fortress Bahamut	F4	2394	228	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds, After 60 Seconds, After 90 Seconds

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

NEW KP CHANCE

This gate requires that you BRV Break your enemies within 60 seconds to earn the KP bonus. Remember that you can get a KP Switch from the Moogle Shop that resets any gate to a default 'Win Battle' condition. That isn't necessary for something this simple, but if you do encounter a KP Chance rule you dislike, remember that you have the ability to change it.

The southern Fleeting Flash is *very* annoying, as it's a Lightning clone in Ravager mode who wants nothing more than to keep its distance from you and pelt you with projectiles. Plus, it has the power up over time accessory set, so you don't want a stalled battle. Choose a character that can either fight her at a distance, or get in close and attack safely.

The last party member in the eastern party is an Emperor that will happily snare and Flare ground opponents over and over again. Use a ranged fighter, or someone who can get close and avoid the ground traps and Flare balls.

ROAMING

Once you get past this gate, you're on the home stretch. Gather up the Powers and chests, and visit the Moogle Shop just up ahead.

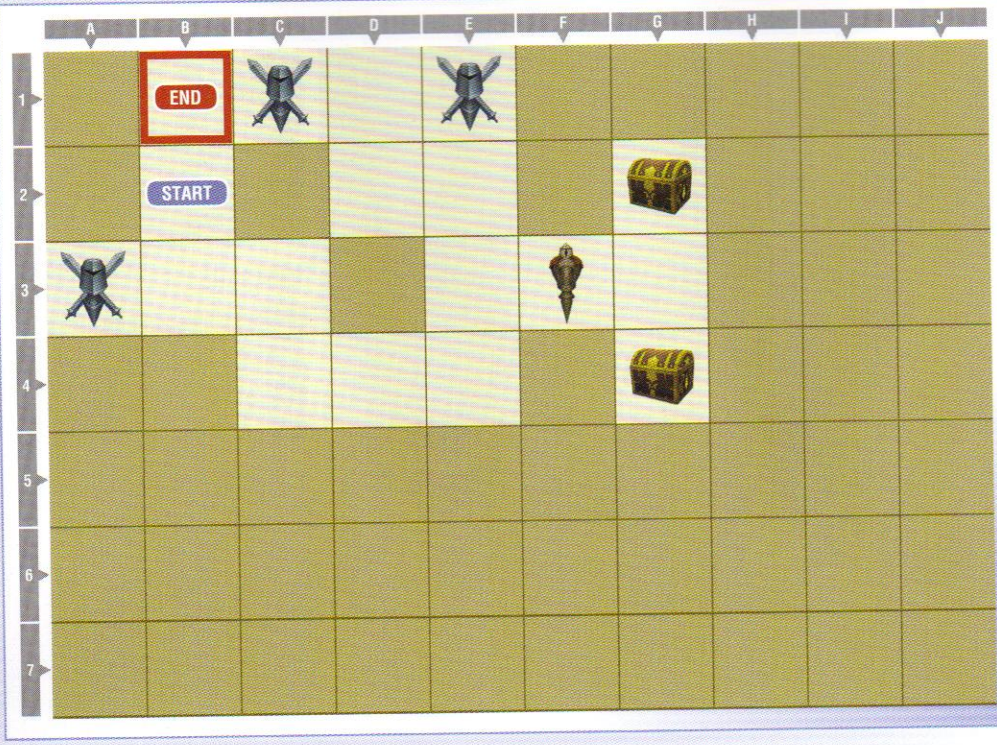
There are *two* blue gates here, as well as the final red gate. If you want to level up your party a bit, hit the blue gates first.

- Chest: EX Charge
- Chest: Pink Tail

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets
Secrets

GATEWAY OF LOST INNOCENCE (BLUE)

▸MAP



GATEWAY OF LOST INNOCENCE (BLUE)

KP CHANCE	BRV Break within 60 sec
BONUS LINE	None
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

TREASURE

A	Cyan Drop, G2
B	Chocobo Powder, G4
C	—
D	—

MANIKINS

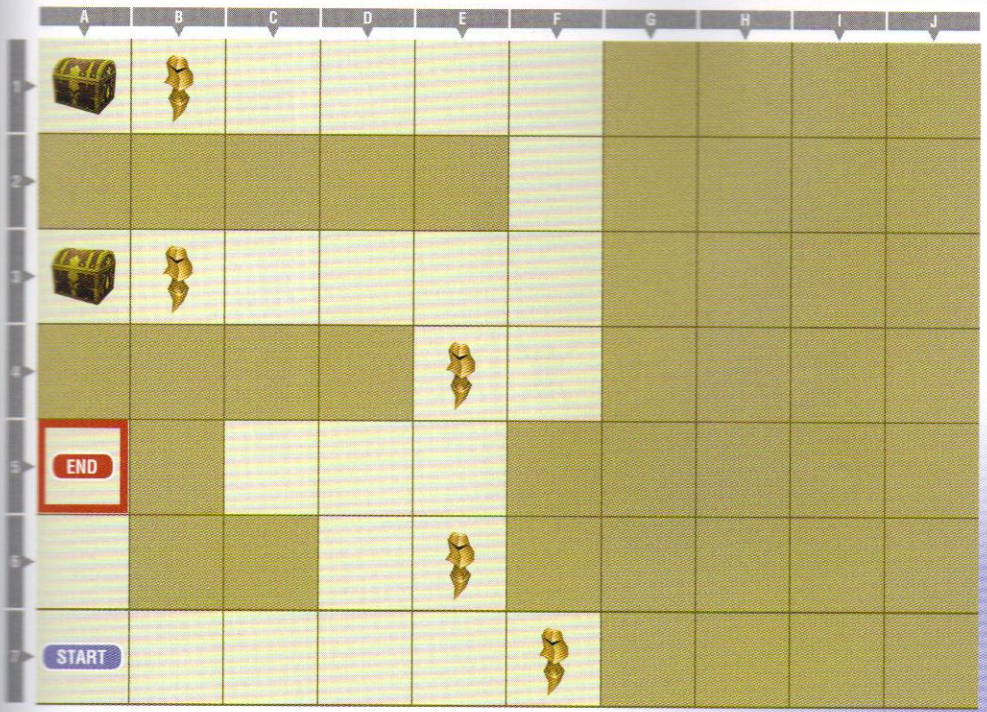
NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Harlequin	19	Orphan's Cradle	C1	2091	199	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds, After 60 Seconds, After 90 Seconds
Transient Witch	24	Crystal World	E1	2394	228	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds, After 60 Seconds, After 90 Seconds
False Stalwart	24	The Rift	A3	2394	228	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds, After 60 Seconds, After 90 Seconds
Imaginary Champion	35	The Rift	F3	3060	291	Earring x2, Far from Opponent x6, After 45 Seconds

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Several of the Manikins here have the power gain over time accessories equipped. Using a BRV Charge of your own and then a chain to hit them all at once is a great way to eliminate them before they can get any of their bonuses.

RECURRING TRAGEDY (BLUE)

▸MAP



RECURRING TRAGEDY (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	None
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

TREASURE

A	Mage's Staff, A1
B	Soul of Destruction, A3
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ephemeral Summoner	24	Dream's End	B1	101	1089	The Derelict, Arcane Resin, Soul of the Sovereign, Iifa Leaf
Transient Gunner	24	Ultimecia's Castle	B3	1	1089	The Rotten, Soul of the Sovereign
Phantasmal Girl	24	Kefka's Tower	E4	1	1089	The Rotten, Soul of the Sovereign
Idle Sky Pirate	24	Sky Fortress Bahamut	E6	1	4788	Soul of the Destroyer, The Rotten
Delusory Dragoon	24	Lunar Subterrane	F7	1	1089	The Rotten, Soul of the Sovereign

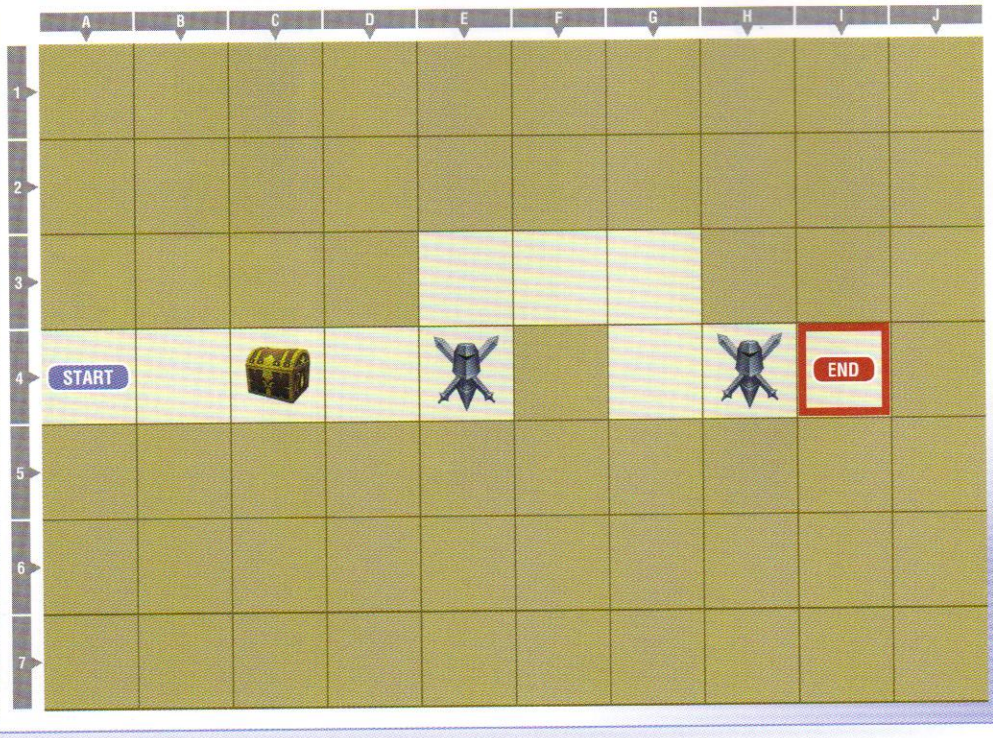
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Every enemy in this gateway is a Gold Manikin, and this means they're *all* 1 HP setups. You can lose the fight immediately, but it also means that if you can find an HP attack you're comfortable using (or chaining into) from any of your characters, you can rack up really easy, really fast, KP in this gate.

The far northwestern Manikin has a slightly different setup, including an Iifa Leaf that allows it to survive one fatal strike, so you have to hit it twice with HP attacks to win.

TO A FOREIGN WORLD

▸ MAP: FLOOR 1



TO A FOREIGN WORLD: FIRST FLOOR

KP CHANCE	Win battle
BONUS LINE	Lv23
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

TREASURE

A	1000 gil, C4
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Harlequin	19	Sky Fortress Bahamut	E4	2091	199	Hyper Ring, HP = 100% x8
Phantasmal Girl	18	Crystal World	H4	2030	193	Hyper Ring, HP = 100% x7

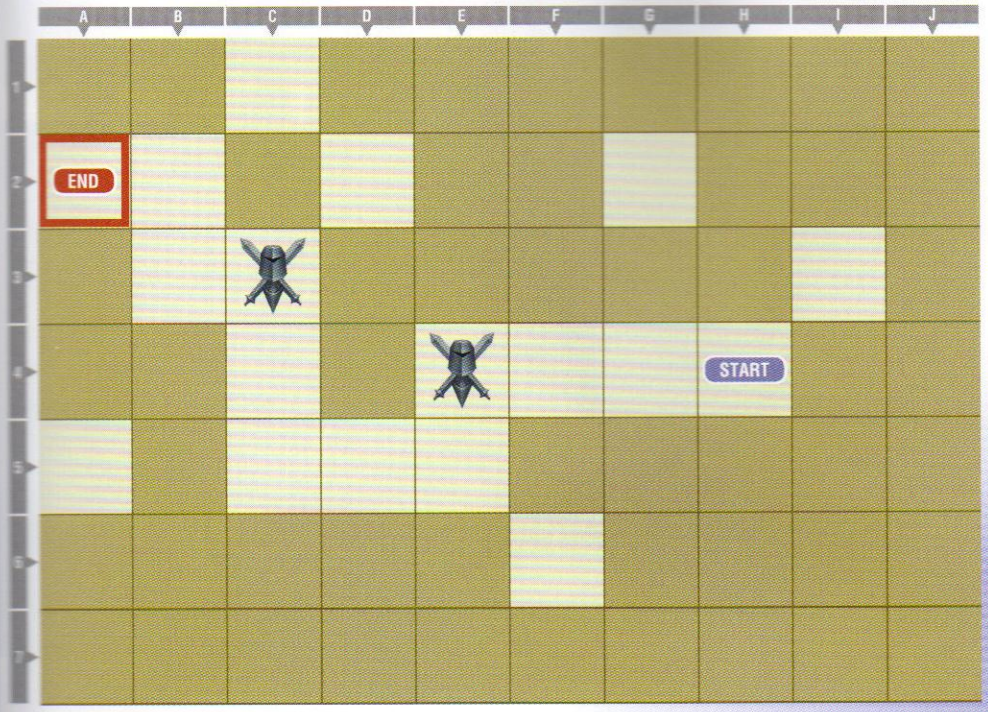
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

This descent into the rift of Manikins is a multi-floor affair, but the battleboards are otherwise identical to what you have faced so far. Use your knowledge and finish the fight!

If you have any problems here, remember you can always back out and use the nearby blue gates to train and level up.

Both Manikins here are set up to have massive damage boosts when at 100% health. Hit them with an HP attack quickly!

▸MAP: FLOOR 2



TO A FOREIGN WORLD: SECOND FLOOR

KP CHANCE	Win battle
BONUS LINE	Lv24
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

TREASURE

A	—
B	—
C	—
D	—

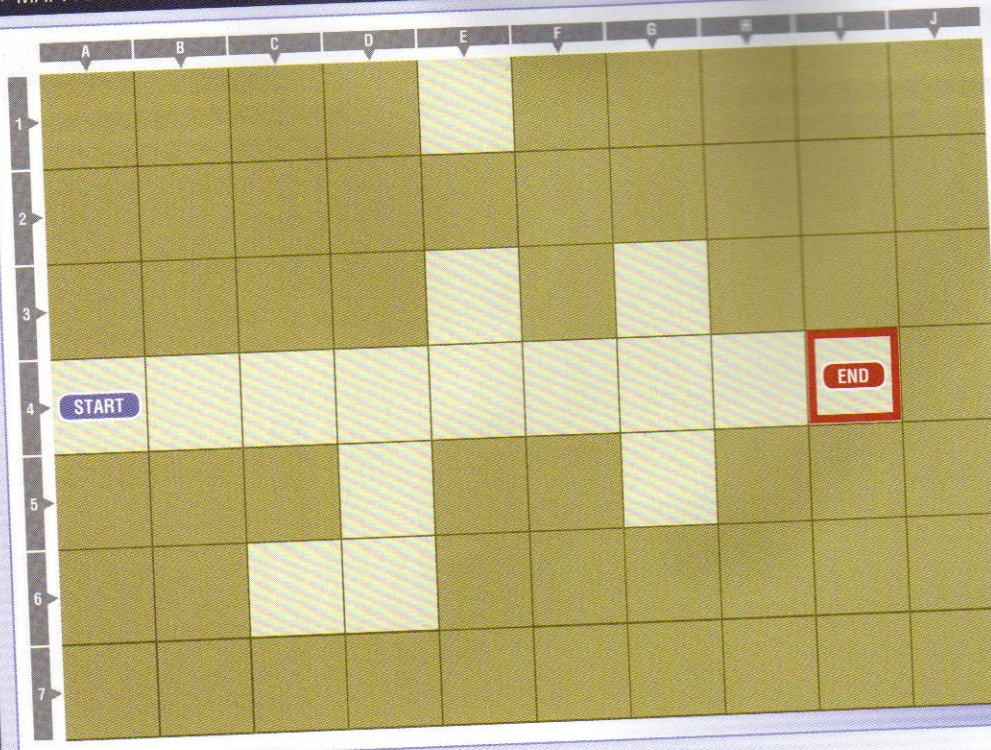
MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Idle Sky Pirate	19	Dream's End	E4	2091	199	Hyper Ring, HP = 100% x8
Counterfeit Wraith	19	Sky Fortress Bahamut	C3	2091	199	Hyper Ring, HP = 100% x8

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

An identical setup, this time heading east to west, two more Manikins with damage bonuses at 100% health.

▸ MAP: FLOOR 3



TO A FOREIGN WORLD: THIRD FLOOR

KP CHANCE	Win Battle
BONUS LINE	Lv26
RULES	Disabled
SKILLS	Enabled
ASSISTS	None

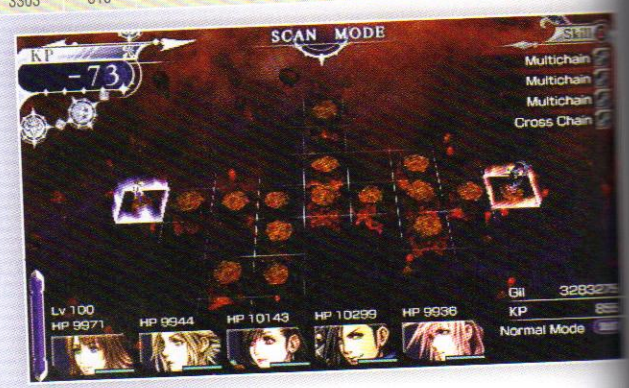
TREASURE

A	—
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Kefka Palazzo	22	Empyreal Paradox	I4	2272	216	Pearl Necklace, Dragonfly Orb, Attractorb, After 90 Seconds x4
Ultimecia	24	Empyreal Paradox	I4	2394	228	Muscle Belt, Earring, Far from Opponent x4, Cursed Ring
The Emperor	24	Empyreal Paradox	I4	2394	228	Pearl Necklace, Dragonfly Orb, Attractorb, After 90 seconds x4
Cloud of Darkness	22	Empyreal Paradox	I4	2272	216	Muscle Belt, Earring, Near Opponent x5, Cursed Ring
Garland	39	Empyreal Paradox	I4	3303	315	Booster, After 90 seconds x3

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*



No foes on this floor, but the path vanishes behind you as you travel it. Engage the Stigma to face a series of one-on-one fights between your warriors of Cosmos and the warriors of Chaos.

Each of the final battles uses a different accessory set, so try to match your strategy to their setup. If they are using Near Opponent or Far from Opponent boosters, stay away or up close. If they are using After X Seconds boosters, play aggressively and try to finish the battles quickly.

None of the boosters guarantees your defeat as long as you are appropriately leveled; they just make the fight a little tougher if you let them take advantage of their gear.

Complete this series of five battles and sit back to watch the conclusion to the story.

SHOWDOWN

This final fight pits each of your warriors against a warrior of Chaos—this also means that if you've let some of your warriors fall far behind in levels, they may have problems.

Don't despair; if you really get stuck, just retreat, back out of the gate, and hit the nearby blue gates to gain a few levels.

MASS UNLOCKS

Completing Scenario 012 unlocks a plethora of goodies, specifically:

The PP Catalog items—Story Mode: An Untold Tale, Trade Component Drop, and Arcade Mode: Time Attack.

Story Mode: The Final Battle is unlocked, as is the Labyrinth, and the Museum collection.

Battle information is upgraded to a more advanced level (the top left scroll during combat).

Advanced tips become active to give you more information about detailed aspects of Dissidia gameplay.

The Black Chocobo and Fat Chocobo courses can be unlocked through PP Catalog.

New stages become available for Quick Battles.

The Trade Component Drop from the PP Catalog is a *very* important upgrade: buy it immediately. Once purchased, every enemy you face in battle has a chance to drop a *component* from one of their equipped items. This is a great way to get trade parts for uncommon and rare gear.

Before you dive into the new STORY MODE Scenarios, be sure to visit the Labyrinth—it's great fun, and it's also an important source of rare item drops and a good way to level up various characters.

For veteran Dissidia players, the Labyrinth is the new form of the old Duel Colosseum—it adds a new 'dungeon exploration' minigame that gives you some choices about what courses to travel.

These different routes through the Labyrinth are somewhat analogous to the 'courses' of the original Duel Colosseum. Essentially each different route you can take through the Labyrinth has a different set of common cards, some being rare or otherwise desirable items (or opponents carrying such items!)

LIGHT TO ALL

THE FINAL BATTLE

WARRIOR OF LIGHT PROLOGUE— A FINAL HOPE

The bold and just Warrior of Light is the quintessential warrior of Cosmos. He faces his duty unflinchingly, prepared to sacrifice anything in the service to his companions.

The Warrior of Light is a balanced and flexible fighter, competent on the ground or in the air, though the majority of his abilities are most useful at close range.

A great many of his attacks inflict wall rush, causing extra damage by slamming his foes into the terrain.

A NEW BEGINNING

Emblems are now activated. These are battleboard panel modifiers that affect any combat initiated on the panel—they can have a variety of effects, such as boosting critical rate from physical attacks.

Blue emblems are beneficial to you, red emblems are helpful to your foes, and some have purple emblems that have other effects, usually affecting you and your opponent. Remember that emblems trigger when *you* are standing on one, not a Manikin (this can make the Jump skill more useful in some battlefields).

It is possible (and advisable) to skip red and some purple emblems by using a chain skill to hit a Manikin from a distance.

Rules are turned on, as well. Press Start and choose an Original Rule to apply to all battles fought in the gate. If you want to speed up the battles, add a BRV, EX, or Assist modifying rule to increase the lethality of combat!

ROAMING

You begin in the center of the continent. You can immediately turn around to find a roaming Manikin and a chest. Head forward to find a second chest and the Moogle Shop, though he's only selling Pebbles at the moment.

Pick up the 4 light orbs. When you're ready, step forward to enter the first gate.

- Manikins: 1
- Chest: 500 gil
- Chest: EX Charge

BONUS LINES

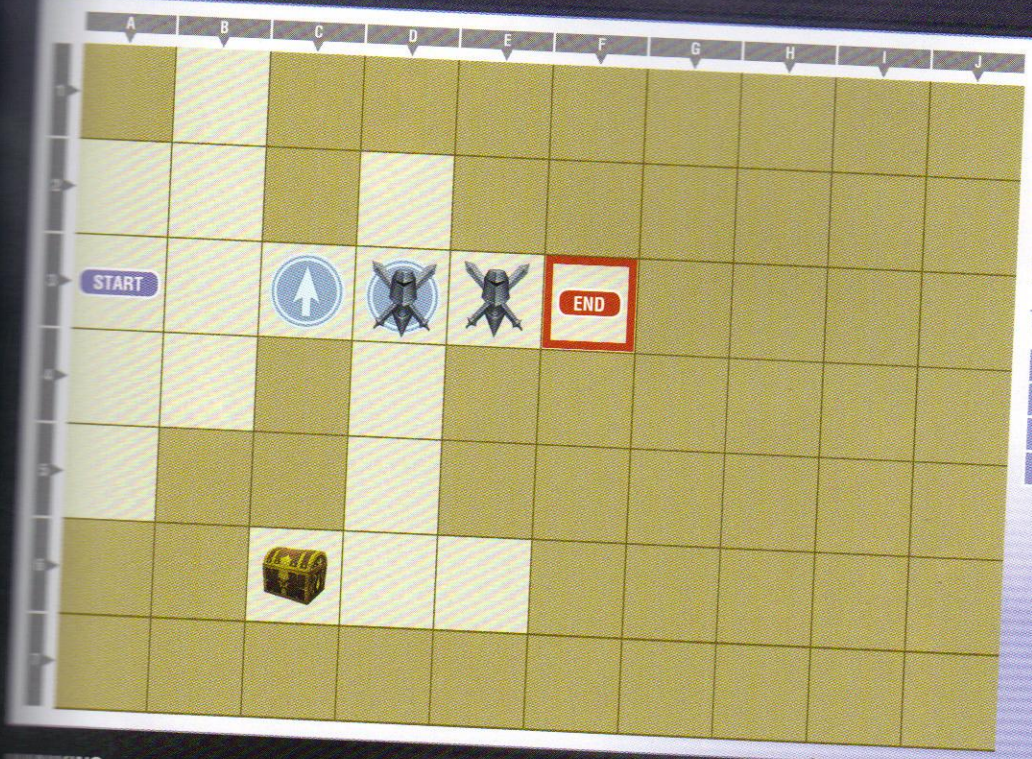
A major feature of this scenario is the *Bonus Lines* on all of the gates. Each gate has a set level, the bonus line for that gate, and if your party is *under* the line, you gain bonus KP. *Above* it, you lose KP.

You can decide how difficult you want your journey to be by tinkering with the level of your party members before entering a gate.

Bonus line also becomes active in Scenario 012, if you return to replay it with your now higher-level characters.

FORSAKEN KINGDOM

▸MAP



FORSAKEN KINGDOM

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv2
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Purple Drop, C6
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
False Hero	8	Order's Sanctuary	D3	1424	136	Cursed Ring
Fleeting Flash	8	Order's Sanctuary	E3	1424	136	Cursed Ring

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The fights here are just a quick lesson on emblems. Dive in and clear the two Manikins out to finish the Prologue.

CLOUD STRIFE—BEYOND DOUBT

Cloud is a powerful close-range fighter, swinging his massive blade with surprising speed. Many of his attacks have damaging wall rush properties.

Cloud's HP attacks can be difficult to land, so make use of his chase attacks and his branching moves that combo into HP finishers.

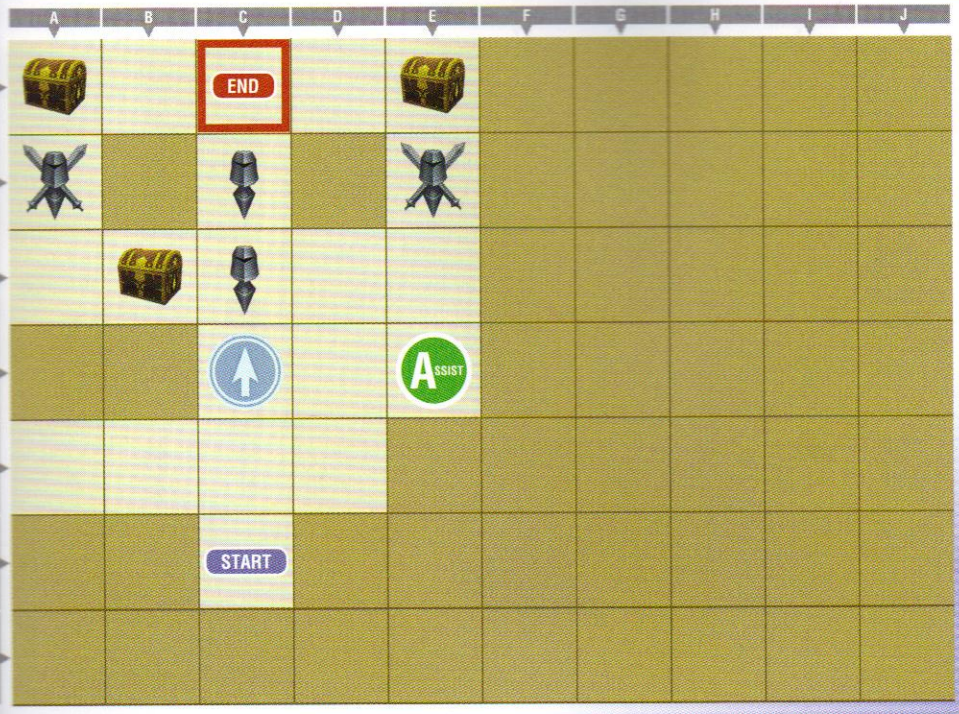
Don't hesitate to make use of Cloud's Fire spells to pelt an enemy from a distance; scoring free bravery hits at a distance can help turn the tide in a close match.

AN OLD TALE, RETOLD

If these cutscenes look familiar to you, you're probably a Dissidia vet. Scenario 013 is a retelling of the entire original Dissidia storyline, but with the new mechanics of Dissidia 012[duodecim], and with new battleboards and overworld intermissions between gates, just like the Chapters in Scenario 012.

NORTH SANCTUARY GATEWAY

MAP



NORTH SANCTUARY GATEWAY

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv2
RULES	Enabled
SKILLS	Enabled
ASSISTS	Tidus

TREASURE

A	Arcane Incense, B3
B	500 gil, A1
C	Buster Sword, E1
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Capricious Thief	5	Old Chaos Shrine	C3	1242	118	Cursed Ring
False Hero	5	Old Chaos Shrine	C2	1242	118	Cursed Ring
Fleeting Flash	8	Pandaemonium - Top Floor	A2	1424	136	Hyper Ring, HP=100% x8
Capricious Thief	8	Pandaemonium - Top Floor	E2	1424	136	Hyper Ring, HP=100% x8

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

No wildly difficult fights here, as you get used to Cloud's combat. The northwest and northeast Manikins have bonuses at 100% HP, so hit them with an HP attack quickly.

Be careful about using Cloud's ground-based HP attack, Cross Slash: it is strong, but it has a slow windup and lengthy execution. Braver in the air is generally safer to use, or hit with a ground combo leading into a chase to do HP damage.

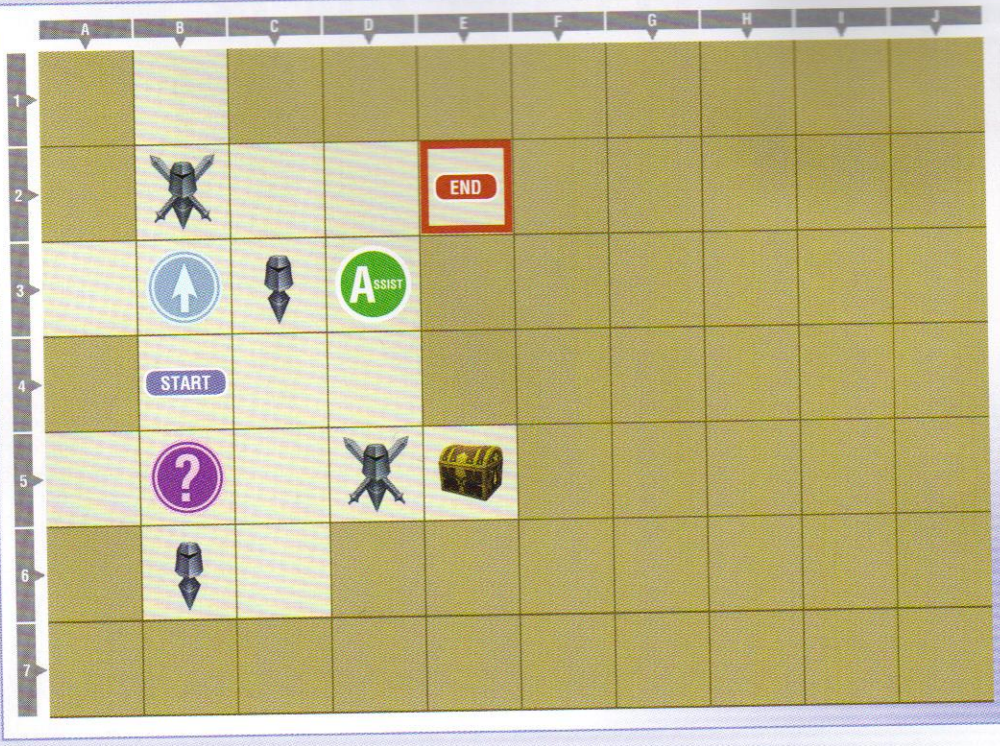
ROAMING

Don't miss the chest immediately behind you. Gather up the orbs and the second chest nearby, then head for the gate.

- Manikins: None
- Chest: Rosetta Stone
- Chest: Assist Charge

GATEWAY OF GOOD AND EVIL

MAP



GATEWAY OF GOOD AND EVIL

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv3
RULES	Enabled
SKILLS	Enabled
ASSISTS	Firion

TREASURE

A	500 gil, E5
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ephemeral Vision	8	The Rift	B2	1424	136	Hyper Ring, HP = 100% x8
Imaginary Champion	5	Pandaemonium	C3	1242	118	Cursed Ring
Imaginary Brawler	8	Pandaemonium - Top Floor	D5	1424	136	Hyper Ring, HP = 100% x8
Delusory Dragoon	5	Pandaemonium	B6	1242	118	Cursed Ring
Firion	14	The Rift	E2	1786	170	Hyper Ring, Guard Ring, Grounded x8

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There are two Manikins here with 100% HP bonuses, but the battles are otherwise fairly easy.

When you face Firion at the end of the gate, try to get him up in the air; all of his bonuses apply while he is grounded.

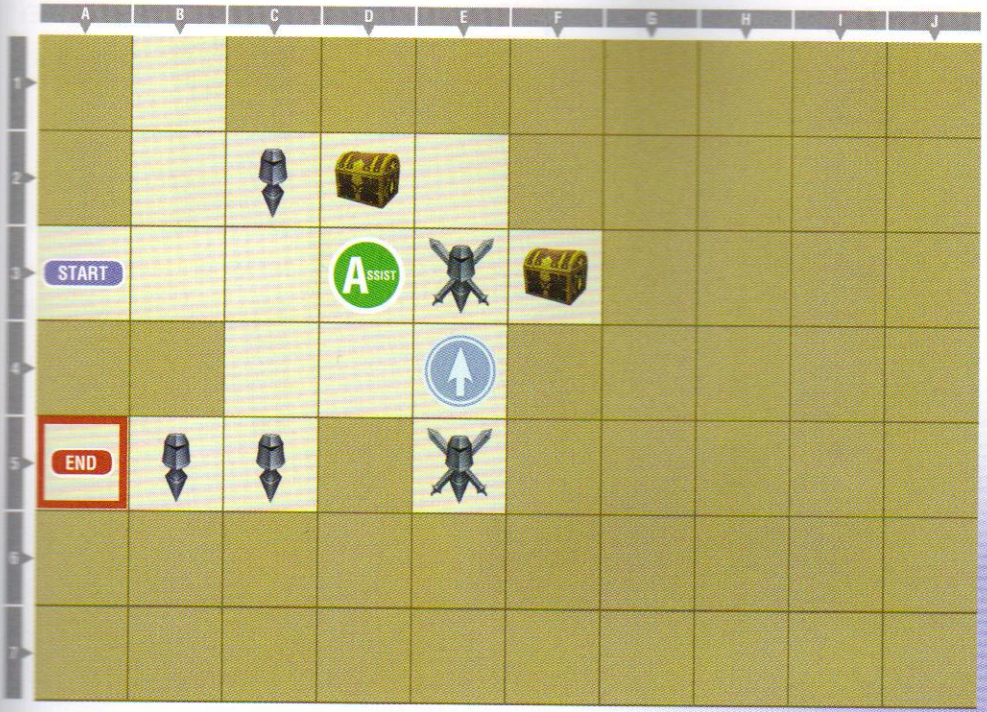
ROAMING

Only a very short overworld segment here. Grab the chest that is straight ahead. Break the rock just ahead to slide over to the second pair of light orbs and grab the chest, then move on to the gate.

- Manikins: None
- Chest: BRV Charge
- Chest: Pink Tail

BEYOND THE CONTINENT

▸MAP



BEYOND THE CONTINENT

KP CHANCE	BRV Break within 60 sec
BONUS LINE	LV6
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cecil

TREASURE

A	Shiny Metal, D2
B	Destruction Incense, F3
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Knight	9	Order's Sanctuary	C2	1485	141	Cursed Ring
Imaginary Champion	15	M.S. Prima Vista	E3	1848	176	Hyper Ring, HP=100% x8
Imaginary Soldier	15	Order's Sanctuary	E5	1848	176	Hyper Ring, HP=100% x8
Ephemeral Vision	9	M.S. Prima Vista	C5	1485	141	Cursed Ring
Delusory Knight	9	Order's Sanctuary	B5	1485	141	Cursed Ring

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Another pair of Manikins here have HP = 100% boosters equipped; the others are easy. If you decide to tackle this at the bonus line, you may want to use a skill to help with the level 15 Manikins.

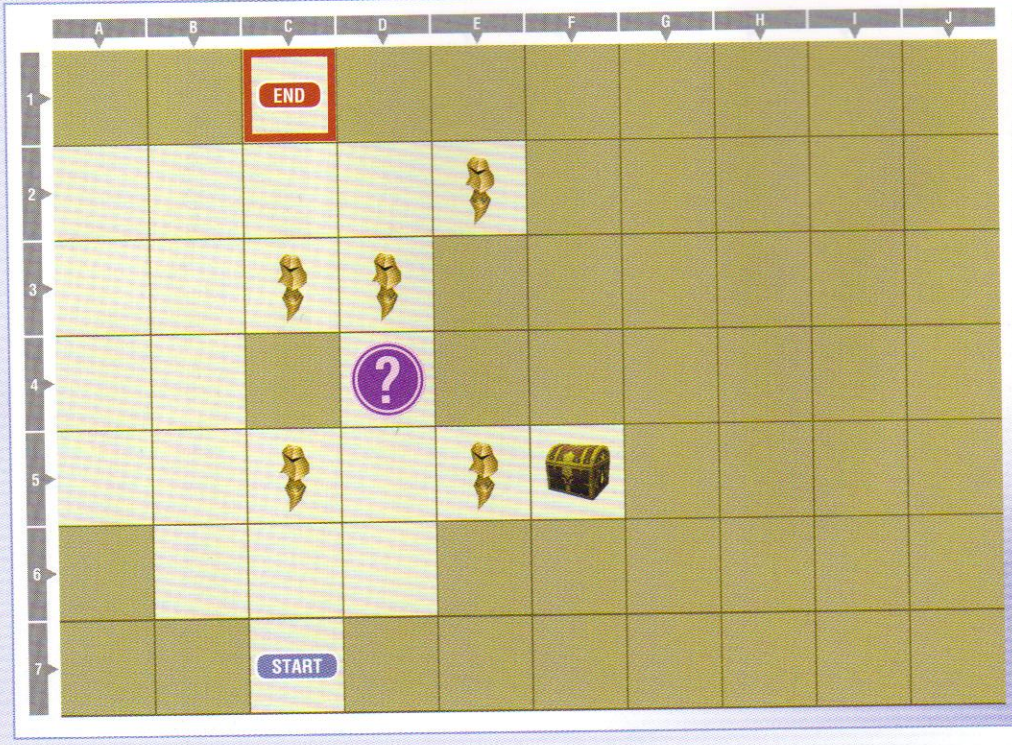
ROAMING

You can find a Moogle Shop here, as well as a conveniently located blue gate. Fill out Cloud with Rosetta Stones, gather up the goodies nearby, then move on.

- Manikins: None
- Chest: Fish Scale
- Chest: BRV Charge

PRAVOKA GATEWAY (BLUE)

▸MAP



PRAVOKA GATEWAY (BLUE)

KP CHANCE	BRV Break within 30 sec
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	1997 gil, F5
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Soldier	15	Pandaemonium	E2	1	500	Arcane Resin, The Rotten, Hyper Ring, Near Opponent x5
Ephemeral Vision	15	Crystal World	C3	1	517	Arcane Resin, The Rotten, Hyper Ring, Near Opponent x5
Delusory Knight	15	Old Chaos Shrine	D3	1	487	Arcane Resin, The Rotten, Hyper Ring, Near Opponent x5
Fleeting Flash	15	M.S. Prima Vista	E5	1	470	Arcane Resin, The Rotten, Hyper Ring, Near Opponent x5
Capricious Thief	15	Pandaemonium - Top Floor	C5	1	347	Arcane Resin, The Rotten, Hyper Ring, Near Opponent x5

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

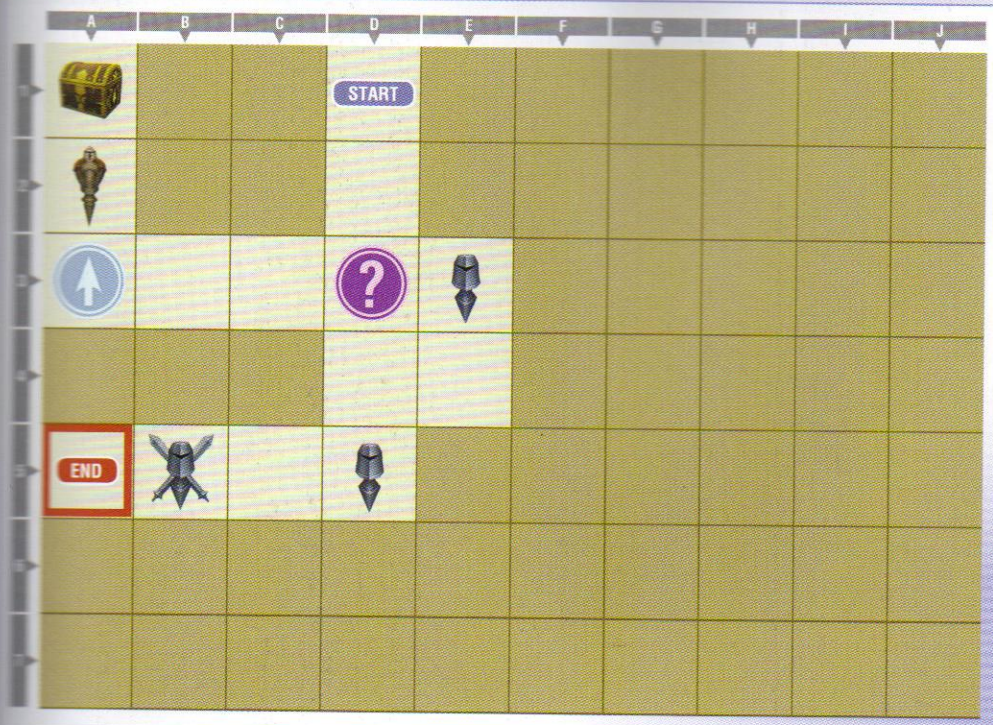
This gate has the first KP Chance that is a slight challenge, but there is no bonus line requirement, so you can freely overpower the Manikins and still get your KP bonus. If you find it too annoying, just pick up a KP Switch accessory from the Moogle Shop and reset the KP Chance to "Win Battle."

All of the Manikins in this gate are gold level 15s, and there is an emblem that boosts stage bravery immediately, but it is a bit of a trick—the Manikins here are running instant EX Mode 1 HP setups. You don't need the extra bravery to defeat them easily!

Once you're done here, head for the red gate ahead.

DRIED RIVER GATEWAY

MAP



DRIED RIVER GATEWAY

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv11
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Mythril, A1
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
[illegible] Warlock	20	Crystal World	A2	2151	205	Hyper Ring, Guardian Bangle, HP = 100% x8
[illegible] Soldier	14	Planet's Core	E3	1788	170	Cursed Ring
[illegible] Wanderer	14	Crystal World	D5	1788	170	Cursed Ring
[illegible] Harlequin	19	Sky Fortress Bahamut	B5	2091	199	Hyper Ring, HP = 100% x8

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

There's a tough Manikin in the northwest corner here, but you at least get the benefit of a Monster Accessory x5 emblem to help you along. He's using an HP = 100% set, so be sure to land an HP attack quickly.

The final Manikin before the exit has a similar setup, though it is far less dangerous.

ROAMING

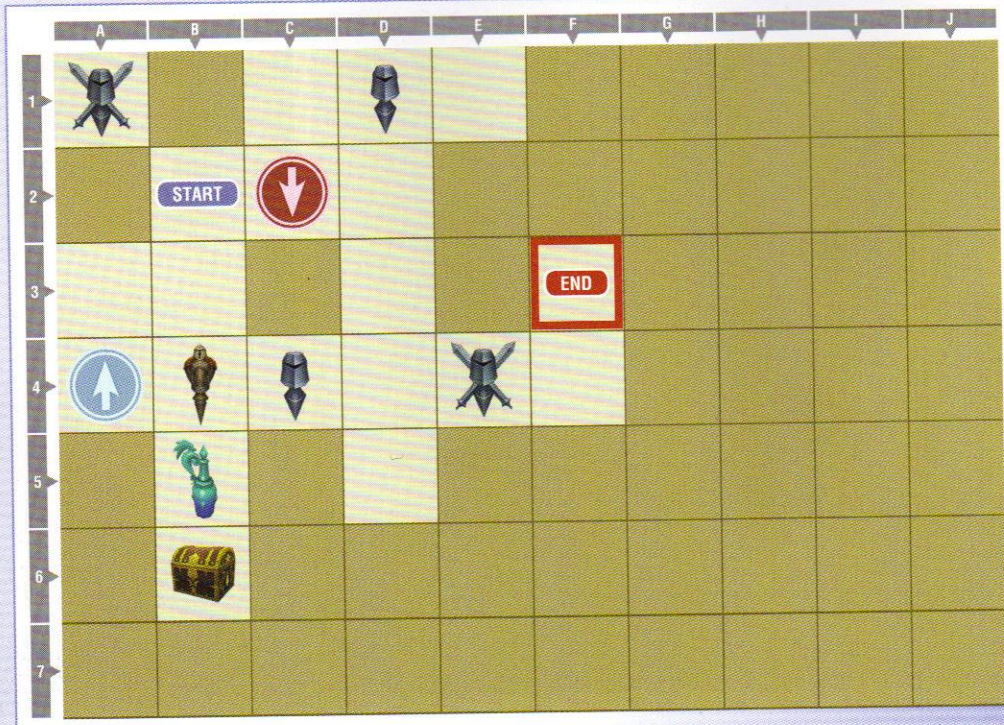
Exiting the gateway puts you into the Ancient Volcano Ring of Gulg. Here, you run into a roaming Manikin on your way to the gate up in the snowy mountains. However, if you turn around and go back through the gate to the Cornelia Plains, you will encounter another roaming Manikin — Sephiroth! Dispatch this Manikin, stock-up at the Moogle Shop if needed, then return to the Ancient Volcano Ring of Gulg to continue on your quest.

Be sure to check the chests: you can find the Hardedge, a nice weapon for Cloud.

- Manikins: 2
- Chest: 1000 gil
- Chest: EX Charge
- Chest: Hardedge

GULG GATEWAY

▸ MAP



GULG GATEWAY

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv16
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Potion, B5
B	KP Gambler, B6
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Idle Sky Pirate	19	Dream's End	A1	2091	199	Hyper Ring, HP = 100% x8
Idle Sky Pirate	14	Order's Sanctuary	D1	1788	170	Cursed Ring
Counterfeit Wraith	19	Sky Fortress Bahamut	E4	2091	199	Hyper Ring, HP = 100% x8
Transient Gunner	14	Order's Sanctuary	C4	1788	170	Cursed Ring
Capricious Reaper	25	Sky Fortress Bahamut	B4	2454	234	Hyper Ring, Guardian Bangle, HP = 100% x8
Sephiroth	20	Planet's Core	F3	2151	205	Muscle Belt, Near Opponent x5, Cursed Ring x2

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Be sure to bring a chain skill of some sort; the Manikin in the northwest can only be reached by using one. The northwest, southeast, and tough southwest Manikins are the 100% HP types, so smack them with an HP attack early.

The tough Manikin in the southwest is guarding a KP Gambler, which gives you triple KP for winning a battle.

When you're ready, move to the Stigma of Chaos to face Sephiroth. Sephiroth is loaded up with Near Opponent boosters, but there isn't really a good way to avoid these attacks while playing as Cloud, so suck it up and get set for a brawl. One good EX Burst can take him down with an Omnislash if you're leveled up.

ONION KNIGHT— WISDOM OR COURAGE?

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

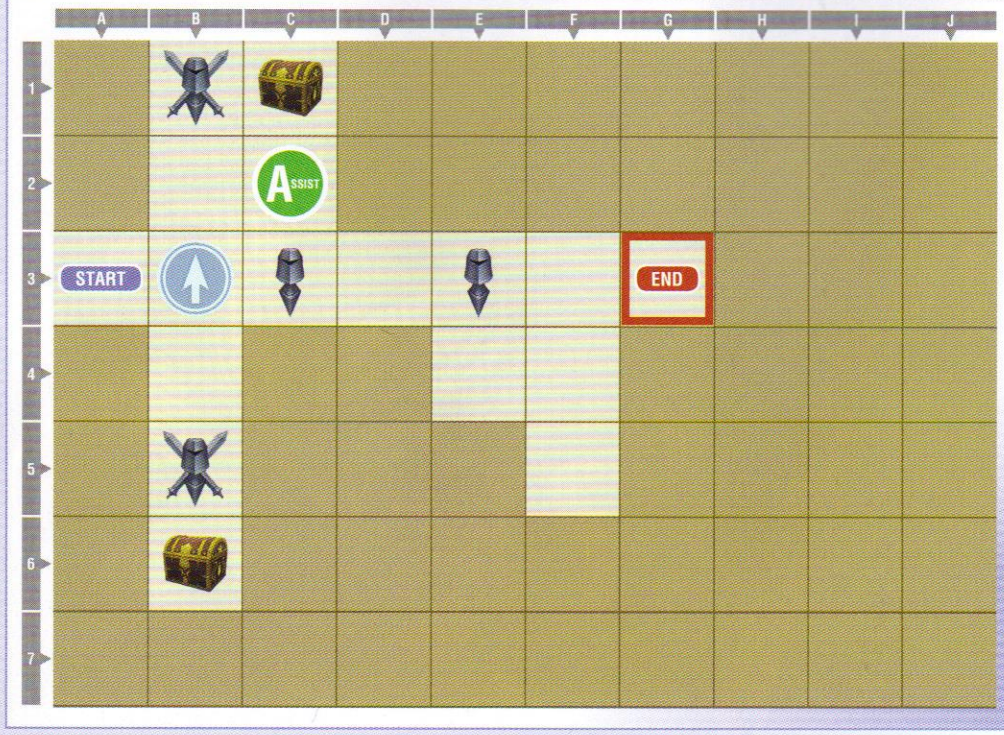
The Onion Knight is a speedy, scrappy little fighter. His strength lies in his quick movement and his excellent mix of physical and magical attacks.

The Onion Knight can put up a respectable offense using multi-hit physical combinations, or by pelting the enemy from a distance with spells, giving him great flexibility in accessory configurations.

He also has several unusual attack buffing abilities that can increase his physical or magical strength for a short time in battle.

WEST MELMOND GATEWAY

MAP



WEST MELMOND GATEWAY

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv3
RULES	Enabled
SKILLS	Enabled
ASSISTS	Terra

TREASURE

A	Iifa Leaf, C1
B	1990 gil, B6
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Knight	9	Old Chaos Shrine	B1	1485	141	Hyper Ring, Near Loss x7, Cursed Ring x2
Counterfeit Youth	9	Old Chaos Shrine	B5	1485	141	Hyper Ring, Near Loss x7, Cursed Ring x2
Ephemeral Summoner	5	World of Darkness	C3	1242	118	Cursed Ring x2
Counterfeit Wraith	5	World of Darkness	E3	1242	118	Cursed Ring x2

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The two slightly tougher Manikins here have accessories that boost their power when they are near defeat. Save up for a one-hit KO with repeated bravery attacks before you go for the finisher.

If you stand on the Booster Accessory x5 emblem and use a chain, you can also combo the whole gate at once with your attributes greatly boosted.

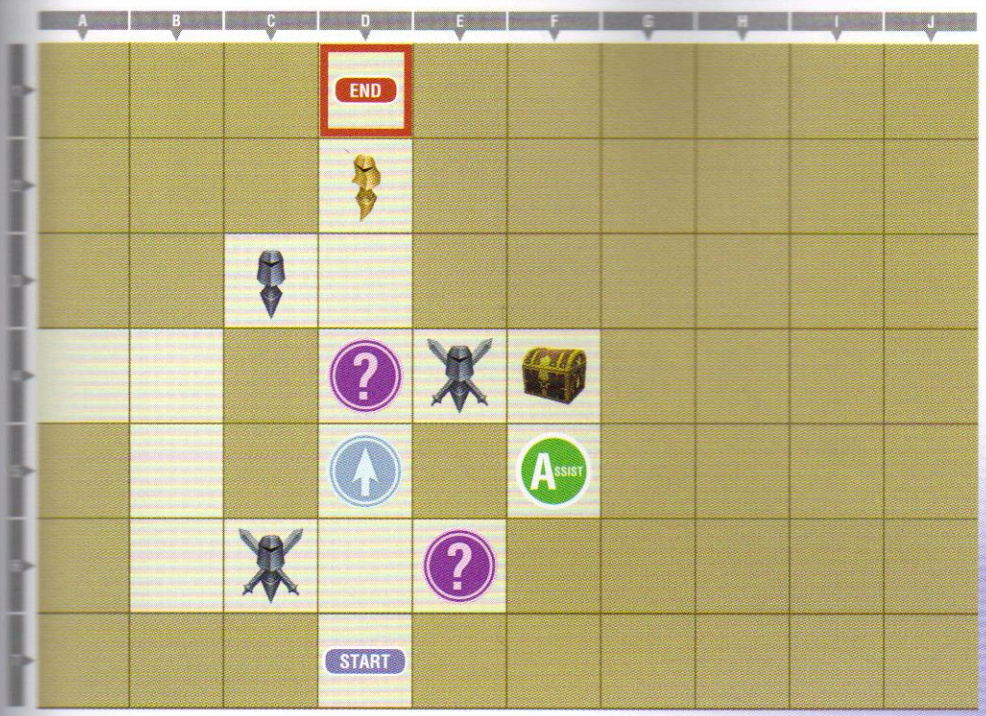
ROAMING

Turn around immediately to pick up the first chest, then move forward to grab the other nearby goods. Be sure to visit the Moogle Shop and get your Rosetta Stones before you move on.

- Manikins: None
- Chest: Rosetta Stone
- Chest: 1000 gil
- Chest: Assist Charge

NORTH MELMOND GATEWAY

MAP



NORTH MELMOND GATEWAY

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv3
RULES	Enabled
SKILLS	Enabled
ASSISTS	Terra

TREASURE

A	Patience Incense, F4
B	—
C	—
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Thymosmal Harlequin	5	M.S. Prima Vista	C3	1242	118	Cursed Ring x2
False Hero	9	M.S. Prima Vista	D2	1	1023	The Rotten, Soul of the Sovereign
Fleeting Flash	9	Lunar Subterrane	E4	1485	141	Hyper Ring, Near Loss x7, Cursed Ring x2
Capricious Thief	9	Lunar Subterrane	C6	1485	141	Hyper Ring, Near Loss x7, Cursed Ring x2

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

The two mid-strength Manikins both have Near Loss accessories, so go for one-hit KOs. Note that the Gold Manikin is packing the typical 1 HP build.

Depending on your chain skills, you may be able to make use of one of the emblems. There is a Recover HP emblem (probably not needed) and a pair of bravery boosters—but the bravery boosters affect both you and the enemies, so you may not want to use them.

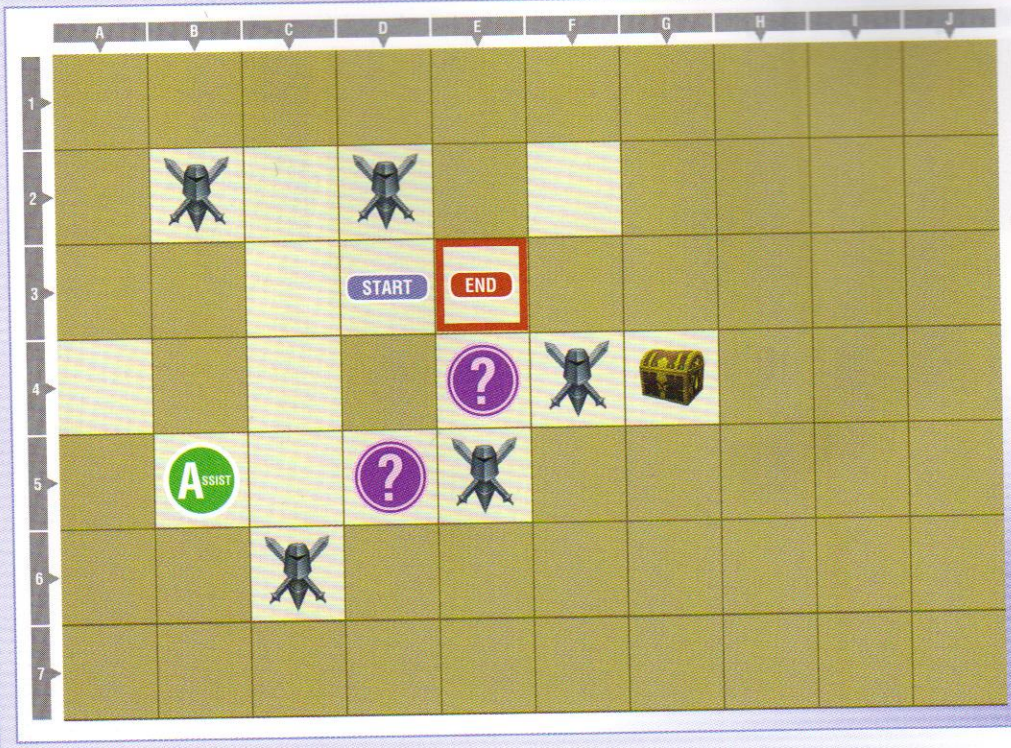
ROAMING

The chests here are all out in the open and easy to spot, including one across a light bridge. Visit the blue gate before you move on to the red.

- Manikins: None
- Chest: 1000 gil
- Chest: BRV Charge
- Chest: Skeleton Fragment

GATEWAY TO THE SHRINE (BLUE)

▸ MAP



GATEWAY TO THE SHRINE (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	Terra

TREASURE

A	Oerba Beads, G4
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Counterfeit Wraith	9	M.S. Prima Vista	B2	1485	141	Hyper Ring, Near Loss x7, Cursed Ring x2
Capricious Thief	9	Crystal World	D2	1485	141	Hyper Ring, Near Loss x7, Cursed Ring x2
Phantasmal Harlequin	9	Crystal World	F4	1485	141	Hyper Ring, Near Loss x7, Cursed Ring x2
Idle Sky Pirate	9	M.S. Prima Vista	E5	1485	141	Hyper Ring, Near Loss x7, Cursed Ring x2
Transient Gunner	9	M.S. Prima Vista	C6	1485	141	Hyper Ring, Near Loss x7, Cursed Ring x2

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

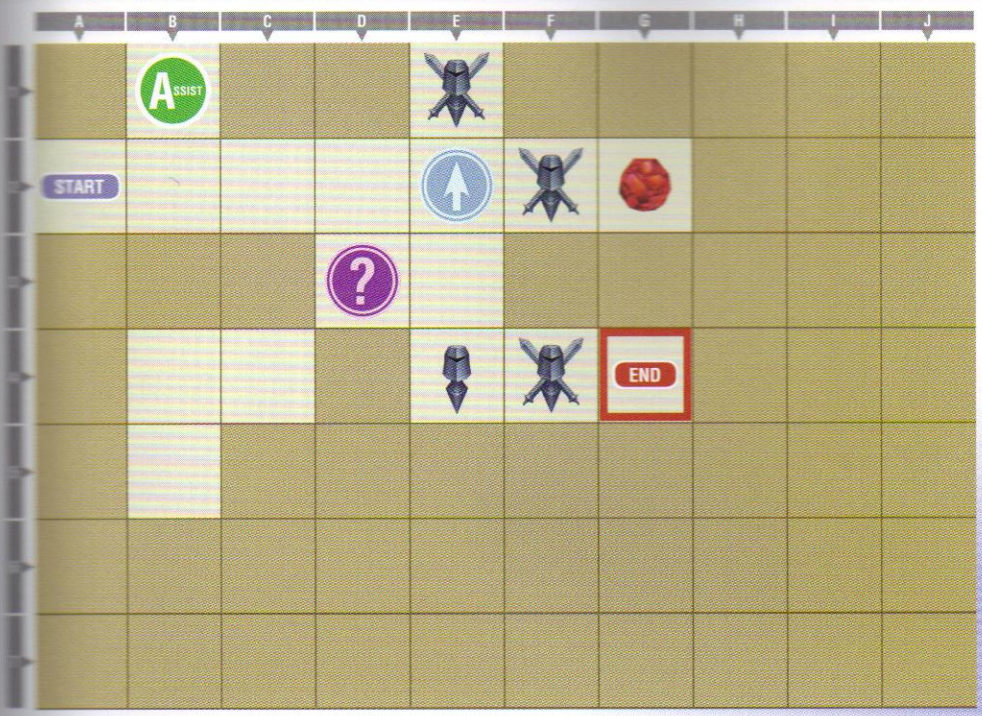
No bonus line here, so feel free to go in at max level. All of the Manikins in this gate are equipped with Near Loss setups; try to go for one-hit KOs if at all possible.

There is an Initial BRV Boost emblem that you can make use of if you need it. Just be aware it will affect the Manikins as well. The other emblem sets your initial bravery to 0—not especially useful unless you want to go for an immediate Break and build up your bravery for a KO that way.

The Manikins are also all using the Chocobo summon, which randomly reshuffles bravery values for both fighters. This usually doesn't have a large impact on the battle, but it's worth being aware of.

GATEWAY TO DECAY

MAP



GATEWAY TO DECAY

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv6
RULES	Enabled
SKILLS	Enabled
ASSISTS	Terra

TREASURE

A	Demon Wall AUTO, G2
B	—
C	—
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Champion	18	Lunar Subterrane	E1	2030	193	Hyper Ring, Near Loss x7, Cursed Ring x2
Transient Gunner	18	Crystal Tower	F2	2030	193	Hyper Ring, Near Loss x7, Cursed Ring x2
Imaginary Soldier	18	Crystal Tower	F4	2030	193	Hyper Ring, Near Loss x7, Cursed Ring x2
Transient Gunner	13	Lunar Subterrane	E4	1727	165	Cursed Ring x2
Terra Branford	14	Old Chaos Shrine	G4	1788	170	Puppeteer's Wheel, Cursed Ring

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

There's a Booster Accessory x5 emblem here. Try to make use of it with a chain skill if possible.

Consider the blue gate training: three of these four Manikins are using the same Near Loss accessory setup. Go for one-hit knockouts, then move on to Terra. She has an accessory granting her instant EX Mode, so use brute force and knock her out quickly. You can wait it out, but it takes a long time to wear off.

ROAMING

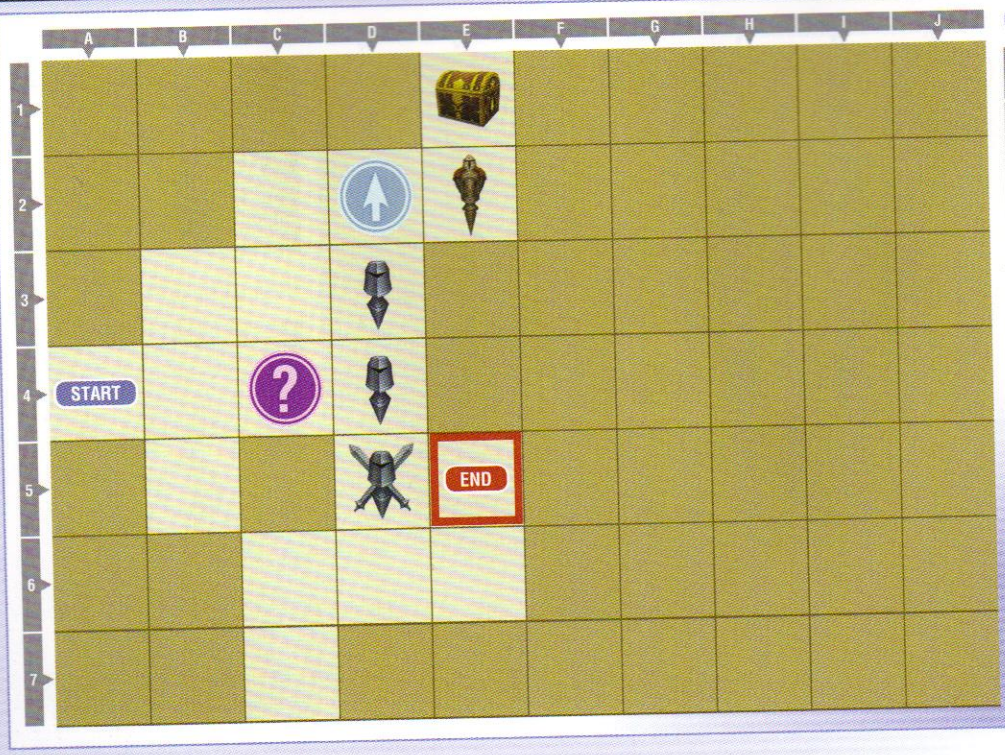
There's a Moogle Shop here, just past the gate. Grab any chain skills you need, then pick up whatever other goodies you can afford.

Don't miss the chest tucked behind the forest right before the Moogle Shop.

- Manikins: 1
- Chest: 1000 gil
- Chest: 1000 gil
- Chest: BRV Zero

OMEN OF DESTRUCTION

▸ MAP



OMEN OF DESTRUCTION

KP CHANCE	BRV Break within 60 sec
BONUS LINE	LV12
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	2000 gil, E1
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Harlequin	24	M.S. Prima Vista	E2	2394	228	Hyper Ring, Near Loss x7
False Stalwart	13	Dream's End	D3	1727	165	Cursed Ring
Capricious Thief	13	Dream's End	D4	1727	165	Cursed Ring
Phantasmal Girl	18	Crystal World	D5	2030	193	Hyper Ring, Near Loss x7

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There's a pair of emblems here—one to boost your magic damage, the other to boost the stage bravery. If you can, chain off the magic damage boost and use Onion Knight's magical attacks for these fights.

Only two of the Manikins are risks in here. The Phantasmal Girl and the Phantasmal Harlequin are both running builds that get more dangerous when they are close to losing. For both, but particularly the Harlequin, try to go for a one-hit KO to avoid letting their damage get boosted if at all possible.

ROAMING

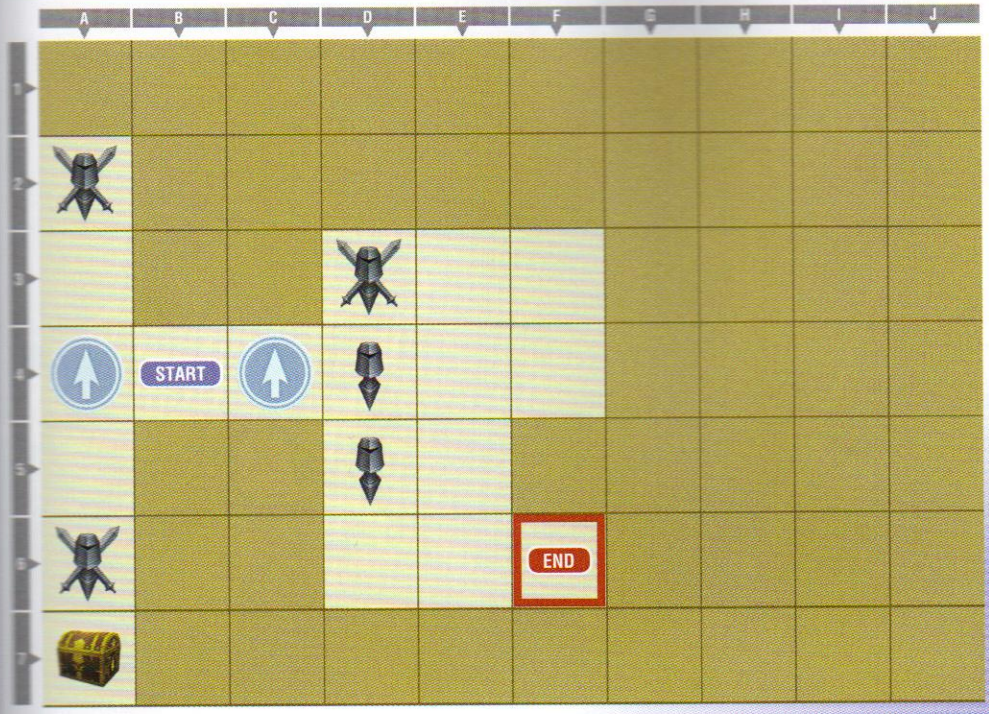
There's very little to acquire here: a pair of chests, a single Manikin, and an inactive gateway along with the usual light orbs.

Just past the inactive gate is the next red gate, so make your way over there once you've gathered the chests in the area.

- Manikins: 1
- Chest: Cure
- Chest: KP Gambler

SEASONLESS GATEWAY

MAP



SEASONLESS GATEWAY

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv14
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Ghost Rag, A7
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Counterfeit Wraith	18	Crystal Tower	A2	2030	193	Hyper Ring, Near Loss x7
False Stalwart	18	Crystal Tower	D3	2030	193	Hyper Ring, Near Loss x7
Counterfeit Youth	13	Crystal World	D4	1727	165	Cursed Ring
Counterfeit Youth	13	Crystal World	D5	1727	165	Cursed Ring
Phantasmal Girl	18	Crystal World	A6	2030	193	Hyper Ring, Near Loss x7
Cloud of Darkness	20	World of Darkness	F6	2151	205	Blue Gem x4

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There's a Booster Accessory x5 emblem to the right, and a Magic Critical Rate Up emblem to the left of your starting position. Try to take advantage of one of them if you use a chain skill.

All of the battles here take place on either the Crystal Tower or Crystal World stages, and the three tougher Manikins are all using Near Loss setups, so try for one-hit KOs if you can manage it.

The final fight against Cloud of Darkness is mostly straightforward; she's only using a set of bravery-boosting accessories—nothing too special.

TERRA BRANFORD— THE CHOSEN PATH

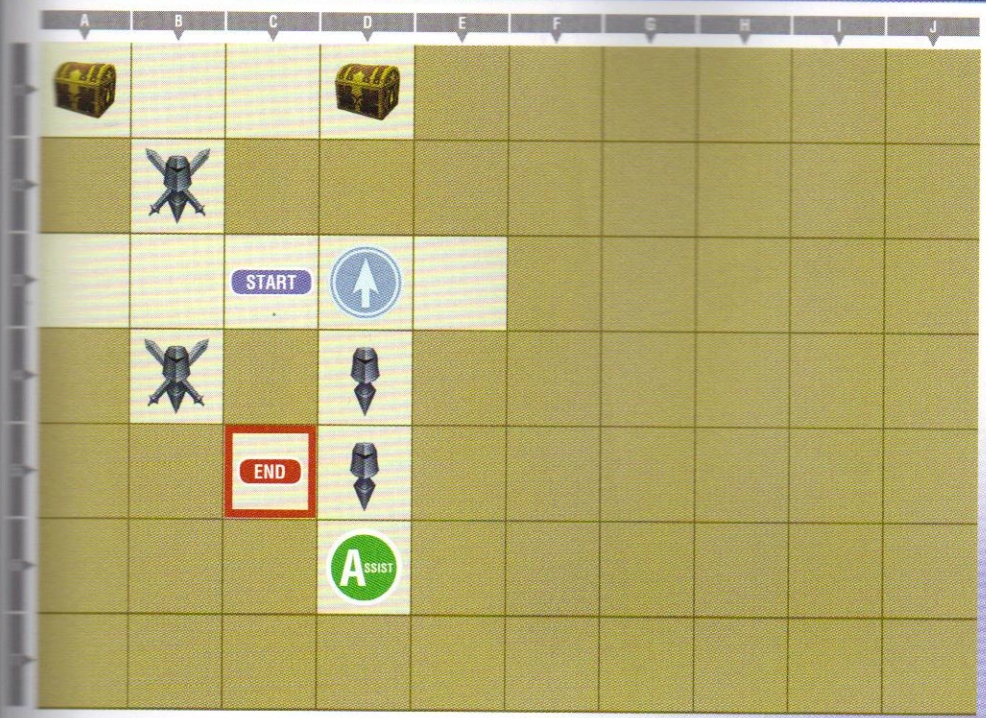
Terra is a mighty sorceress, infused with Magitek power and her own Esper nature.

Terra has spells for every situation—close, medium, or long range. She also has some branching spells, allowing you to chain straight into an HP damaging spell, and her Tornado can suck in nearby foes, making it almost unavoidable at close range.

Consider working on an EX Mode accessory build for Terra. Her Chainspell ability allows her to rain down repeated spells on her foes.

SNOW OF SORROW

MAP



SNOW OF SORROW

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv3
RULES	Enabled
SKILLS	Enabled
ASSISTS	Onion Knight

TREASURE

A	Valor Incense, A1
B	1994 gil, D1
C	—
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

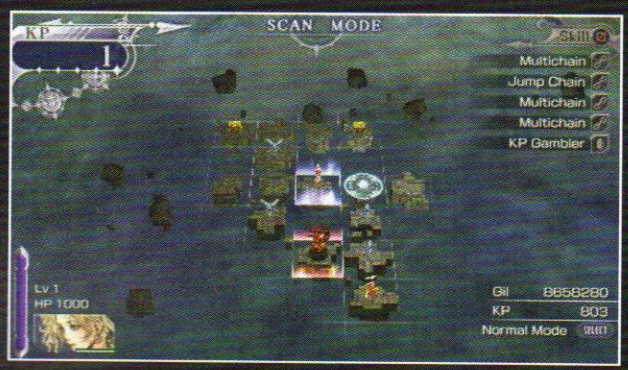
MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Girl	7	Lunar Subterrane	B2	1364	130	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
Counterfeit Youth	4	Order's Sanctuary	D4	1182	113	Cursed Ring
Idle Sky Pirate	4	Lunar Subterrane	D5	1182	113	Cursed Ring
Phantasmal Harlequin	7	Order's Sanctuary	B4	1364	130	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6

Manikin equipment is sometimes random, so HP and BRV values may vary from the data within this section.

There's a Booster Accessory x5 emblem just to the right of your start location if you want to chain skill.

Some of the tougher Manikins here are packing accessories that boost their EX Mode power when Bravery Break them. This isn't worth worrying about though, as it doesn't guarantee that they'll go into EX Mode, or even that you'd lose the fight if they did!



ROAMING

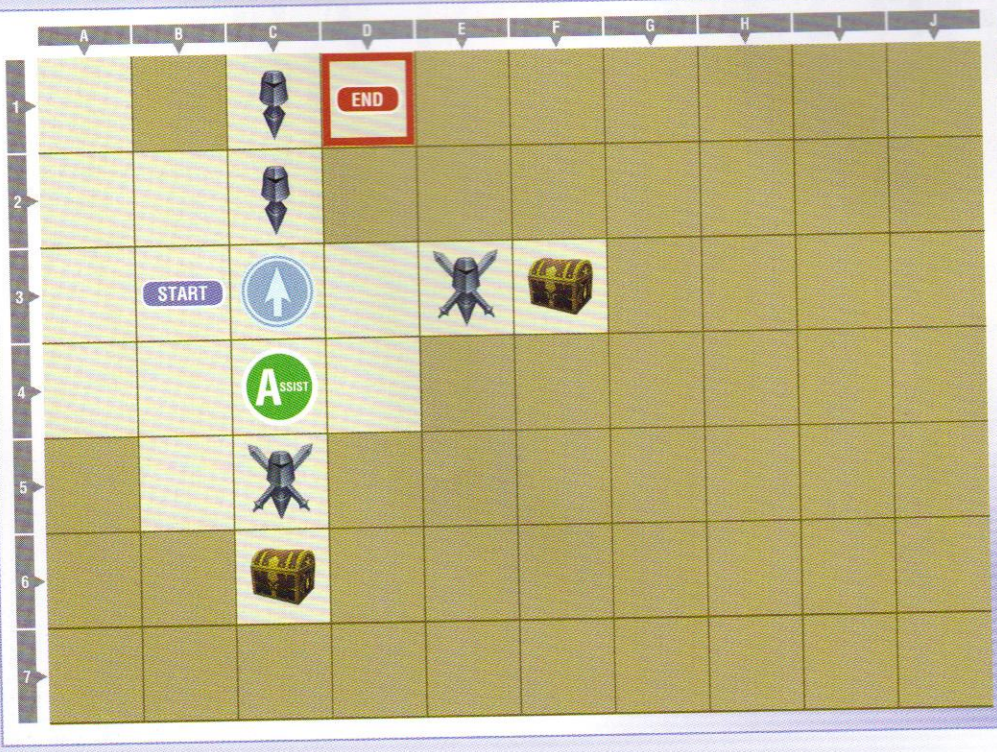
Leaving the first gate drops you out in the middle of a snowfield. Patrol the area to gather all the goods before you move on to the next gate.

There's a Moogle Shop nearby to stock up on Rosetta Stones, as well as the usual mix of chests and light orbs. Be sure to head west first, then make your way east toward the gate. There's one last chest off to the left of the next gate.

- Manikins: 1
- Chest: 500 gil
- Chest: Assist Charge
- Chest: Rosetta Stone
- Chest: Pink Tail
- Chest: BRV Zero

FROZEN CONTINENT

▸ MAP



FROZEN CONTINENT

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv5
RULES	Enabled
SKILLS	Enabled
ASSISTS	Onion Knight

TREASURE

A	Cyan Drop, F3
B	Ghost Rag, C6
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Girl	4	Orphan's Cradle	C1	1182	113	Cursed Ring
Idle Sky Pirate	4	World of Darkness	C2	1182	113	Cursed Ring
Phantasmal Harlequin	7	World of Darkness	E3	1364	130	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
Delusory Dragoon	7	Orphan's Cradle	C5	1364	130	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There's a Booster Accessory x5 emblem just to your right, making for an easy chain if you have one handy.

This gate is almost identical to the previous one, with two easy fights, and two Manikins using EX Mode boosting accessories if you Bravery Break them.

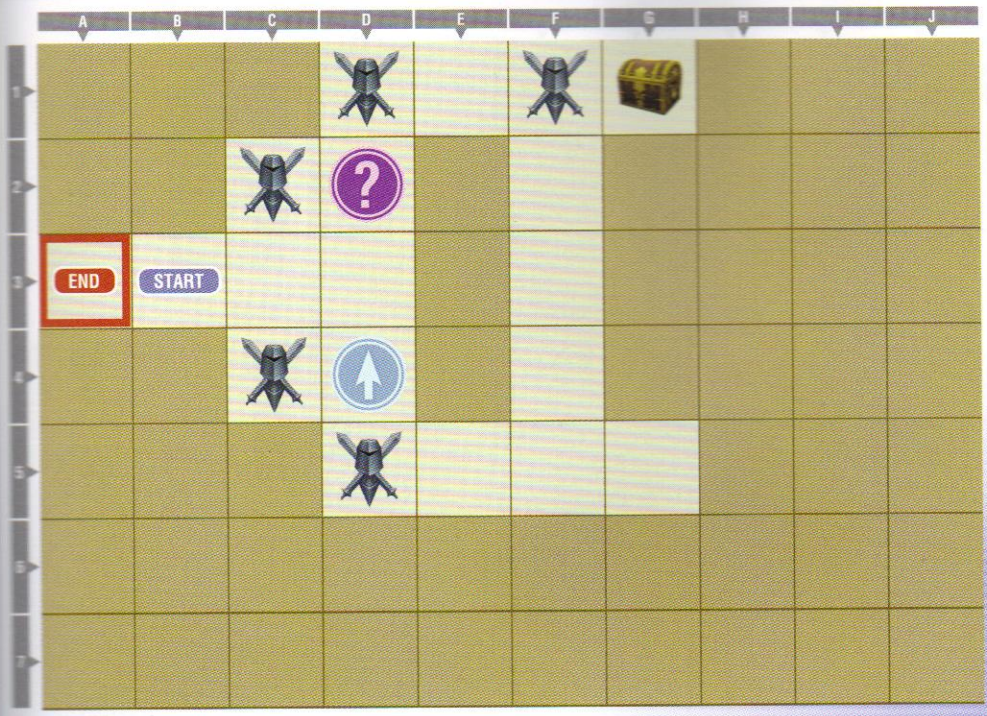
ROAMING

There's a pair of Manikins on this narrow snowy portion of the continent, as well as a blue gate before the next red gate. Gather up the treasures and fight the Manikins if you wish, then hit the blue gate to level up a bit.

- Manikins: 2
- Chest: Alraune Twig
- Chest: Cure
- Chest: 1500 gil

SOLITUDE AND TREACHERY (BLUE)

MAP



SOLITUDE AND TREACHERY (BLUE)

KP CHANCE	BRV Break within 60 sec
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	White Drop, G1
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imitation Liegeman	7	Crystal Tower	D1	1364	130	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
Imaginary Champion	7	Old Chaos Shrine	F1	1364	130	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
Delusory Knight	7	Old Chaos Shrine	C2	1364	130	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
False Stalwart	7	Crystal Tower	C4	1364	130	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
Fallacious Wanderer	7	Crystal Tower	D5	1364	130	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6

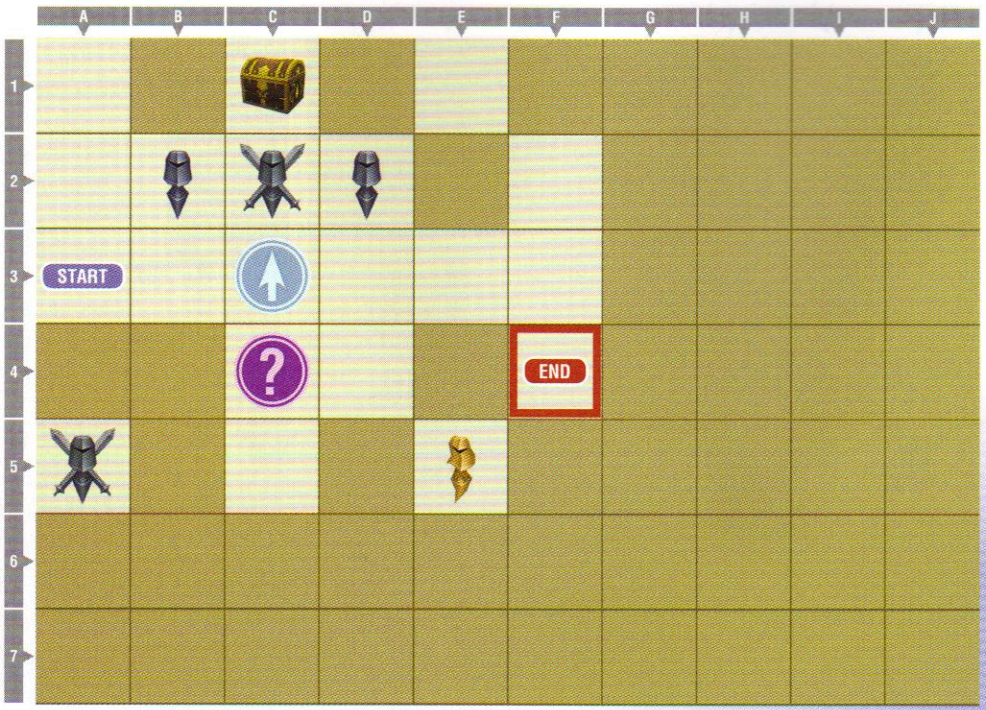
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There are two emblems here: one purple to set all initial bravery to 0, the other blue that boosts your magic critical rate. If possible, use the blue one, unless you're comfortable going for an immediate Break on the enemy.

Every Manikin in here has an identical setup—the same EX Mode-boosting Bravery Break—you've seen before. Again, not a serious threat; just be aware that going for an immediate Break and then dragging out the fight is the riskiest way to tackle these fights.

GATEWAY OF MELTING SNOWS

▸ MAP



GATEWAY OF MELTING SNOWS

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv8
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Mythril, C1
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Warlock	9	Old Chaos Shrine	B2	1485	141	Cursed Ring
Phantasmal Girl	14	Empyreal Paradox	C2	1788	170	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
Phantasmal Harlequin	9	Old Chaos Shrine	D2	1485	141	Cursed Ring
Imaginary Brawler	14	Empyreal Paradox	E5	1	374	The Rotten, Hyper Ring, Muscle Belt, Near Opponent x5, Arcane Resin
Imaginary Soldier	14	Old Chaos Shrine	A5	1788	170	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
Phantasmal Harlequin	14	Planet's Core	F4	1788	170	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
Cloud Strife	8	Planet's Core	F4	1424	136	—

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The southwest and southeast Manikins in here can only be reached with a chain. Remember, you can always run back to the Moogle Shop and use the blue gate nearby to rack up KP if necessary.

There are two emblems here: a blue Booster Accessory x5 and a purple Initial BRV Boost. If you can, chain from the accessory booster and tackle all five Manikins at once.

Two of the Manikins here are simple, and two are using the Bravery Break EX Mode combo, but the final Gold Manikin has a unique 1 HP setup—it begins in EX Mode and has damage boosts when it is near you. Try to keep your distance and finish it off with a long-range HP attack to end the fight quickly.

The final battle here is a two-parter, first against an EX Mode Manikin, then against Cloud Strife, who is not using any accessories at all, making for a straightforward battle. Cloud joins you as an Assist after this battle.

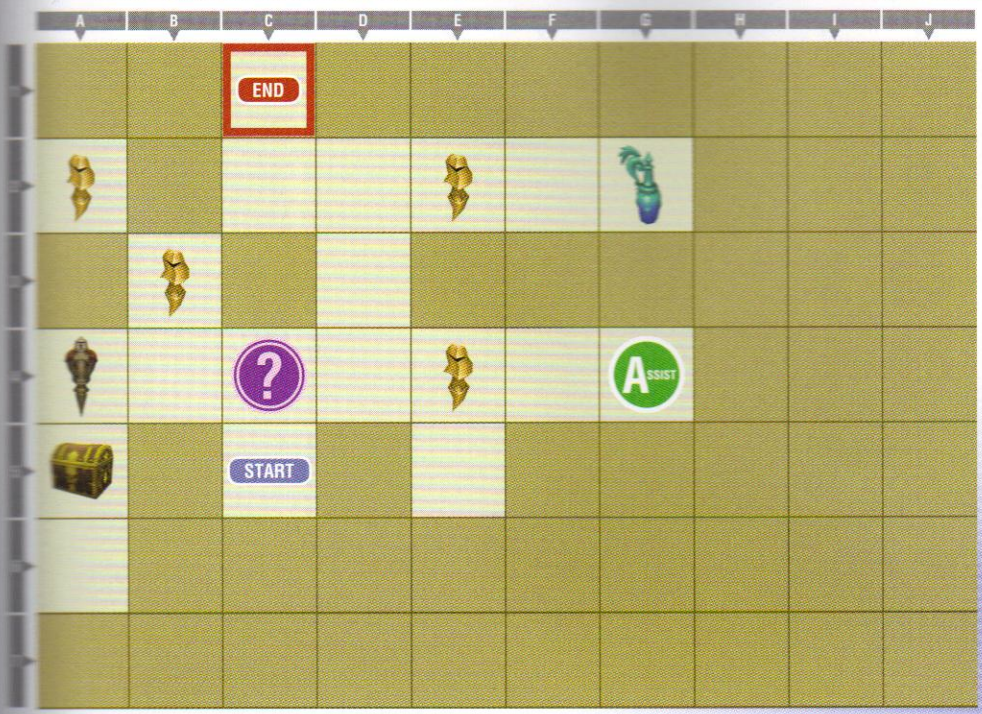
ROAMING

There's a Moogle Shop and a blue gate immediately past the Gateway of Melting Snows, but head right around the bend to find a breakable rock and a light bridge leading to the lone chest and Manikin in this area.

- Manikins: 1
- Chest: KP Gambler

RYUKAHN GATEWAY (BLUE)

MAP



RYUKAHN GATEWAY (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cloud

TREASURE

A	Potion, G2
B	3000 gil, A5
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Girl	14	Kefka's Tower	A2	1	323	The Rotten, Hyper Ring, Muscle Belt, Near Opponent x5, Arcane Resin
Imaginary Brawler	14	Pandaemonium	E2	1	340	The Rotten, Hyper Ring, Muscle Belt, Near Opponent x5, Arcane Resin
Idle Sky Pirate	14	Empyreal Paradox	E4	1	357	The Rotten, Hyper Ring, Muscle Belt, Near Opponent x5, Arcane Resin
Transient Gunner	14	Empyreal Paradox	B3	1	357	The Rotten, Hyper Ring, Muscle Belt, Near Opponent x5, Arcane Resin
Counterfeit Wraith	22	The Rift	A4	2272	216	Hyper Ring, Near Loss x7

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

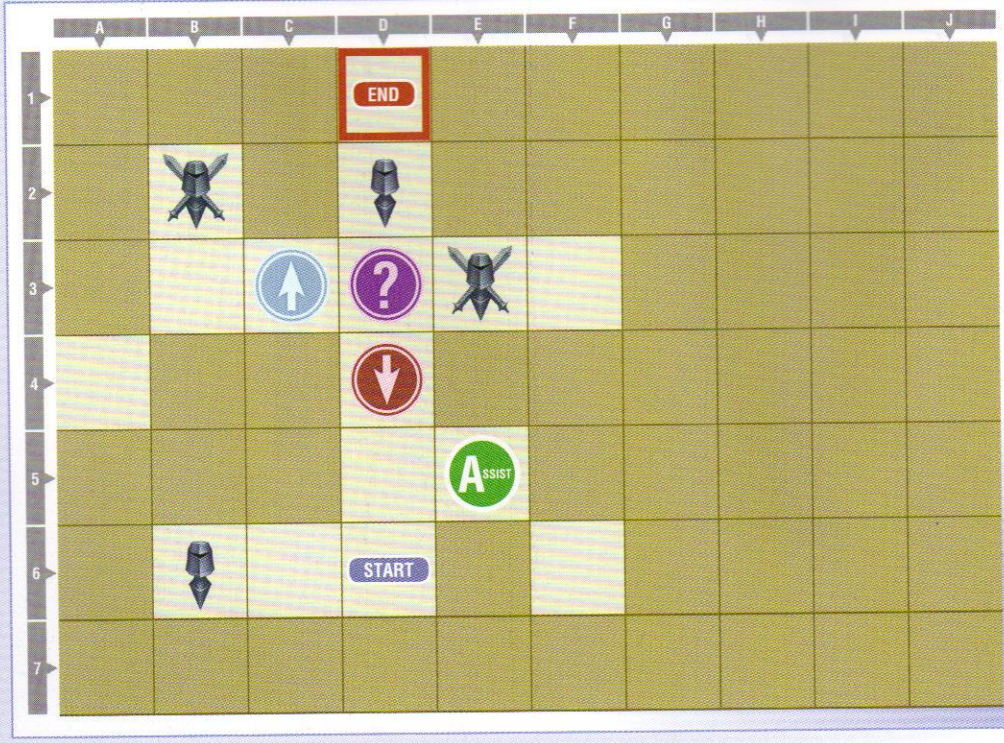
There's a single purple Initial BRV Boost emblem here, but it's really a booby trap, as 4 out of the 5 Manikins here are equipped with 1 HP setups, so boosting your own bravery is pointless.

The exception is the tough southwest Manikin, who is using a Near Loss setup, so finishing him in a few hits is desirable. If you have too much trouble with the tough one, retreat up on the 1 HP Manikins for a few runs to level up, then tackle him.

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

GATEWAY OF TRUE INTENT

▸MAP



GATEWAY OF TRUE INTENT

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv13
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cloud

TREASURE

A	—
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Gunner	18	Phantom Train	B2	2030	193	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
Phantasmal Harlequin	13	Pandaemonium	D2	1727	165	Cursed Ring
Counterfeit Youth	18	Phantom Train	E3	2030	193	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
Capricious Reaper	13	Old Chaos Shrine	B6	1727	165	Cursed Ring

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Three emblems are active in this gate: a blue Magic Critical Rate Up, a red Magic Damage 0 (avoid this one), and a purple Stage BRV Boost.

The two tougher Manikins here using EX Mode-boosting accessories are fought on the Phantom Train stage, possibly the first time you may have seen this battle stage if you've been playing only the Story Mode. The Phantom Train is a very close-range, tight stage, so be aware of that going in as Terra.

ROAMING

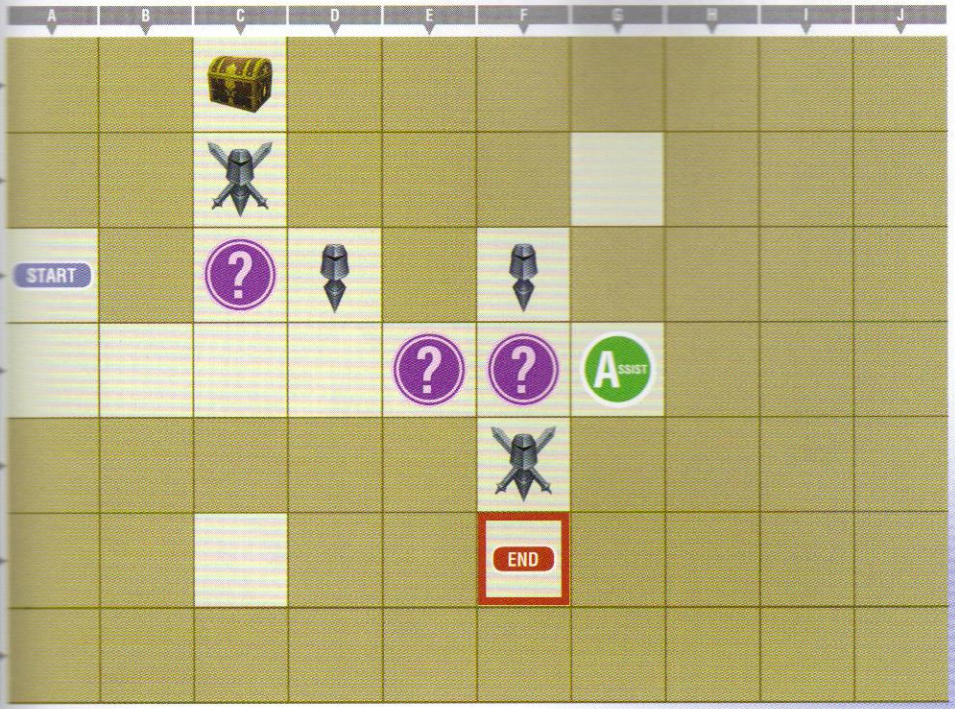
For your final open world map roaming area, there are four chests, a pair of Manikins, and the usual light orbs to collect.

Gather them up, then head for the final red gate to face Terra's nemesis, Kefka.

- Manikins: 2
- Chest: Floating Continent Gem
- Chest: Pink Tail
- Chest: 1000 gil
- Chest: Destruction Incense

CRESCENT LAKE GATEWAY

MAP



CRESCENT LAKE GATEWAY

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv16
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cloud

TREASURE

A	1000 gil, C1
B	—
C	—
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Witch	18	Old Chaos Shrine	C2	2030	193	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
Phantasmal Harlequin	13	Phantom Train	D3	1727	165	Cursed Ring
Illusory Dragoon	13	Orphan's Cradle	F3	1727	165	Cursed Ring
Phantasmal Girl	18	Phantom Train	F5	2030	193	Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6
Kefka Palazzo	20	Kefka's Tower	F6	2151	205	Earring, Far from Opponent x4

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

There are only a few Manikins here before the final fight. There are three purple emblems: one resets initial bravery to 0, one boosts initial bravery, and the last gives KP +1. Use the KP booster if you have a chain for it.

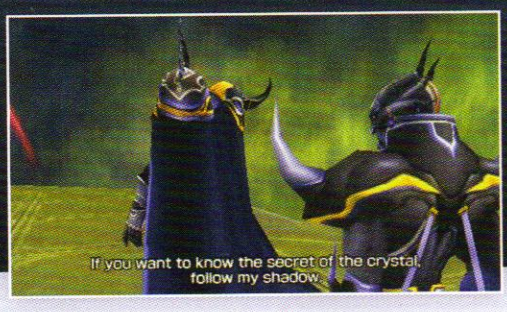
Two of the Manikins here are simple, while the other two are running EX Mode boosters.

The final fight with Kefka takes place, of course, within his tower. He has four distance-based accessories, so if he can get away from you, he'll get a bit of a damage boost, but nothing unmanageable. Still, if possible, stay close and fight him at short range.

CECIL HARVEY— GUIDANCE OF THE MOON

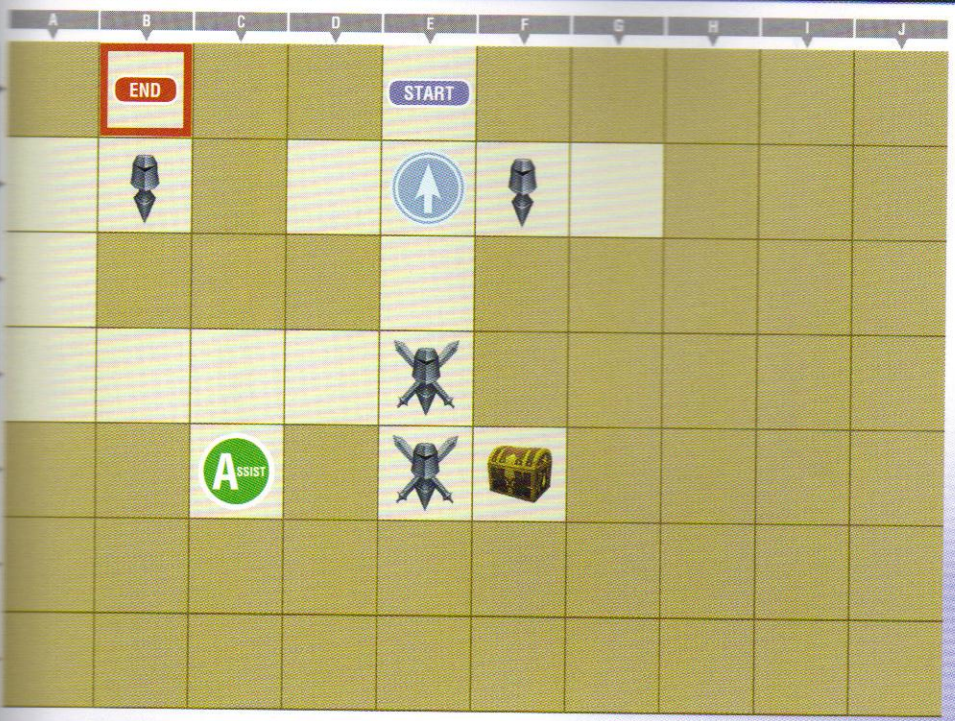
Cecil is a powerful warrior with an unusual combat style. HP attacks used in the air or on the ground transform him from Dark Knight to Paladin mode, switching your available bravery attacks.

Spend some time experimenting with this mechanic to get used to it. You need to explore both modes and decide if you prefer one style, or a blend of both.



GATEWAY OF THE DAMNED

MAP



GATEWAY OF THE DAMNED

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv2
RULES	Enabled
SKILLS	Enabled
ASSISTS	Firion

TREASURE

A	Dark Sword, F5
B	—
C	—
D	—

MANIKINS

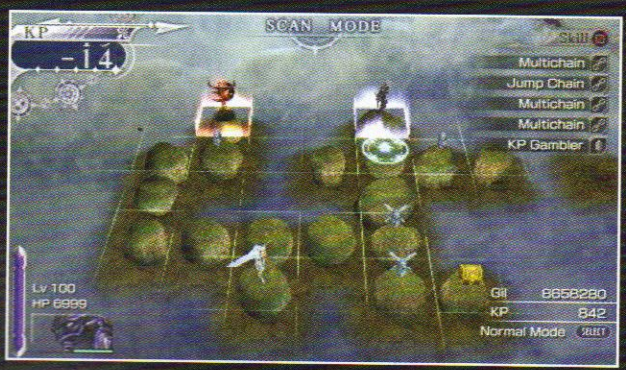
NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Gunner	3	Planet's Core	B2	1121	107	Cursed Ring
Illusory Knight	3	Empyreal Paradox	F2	1121	107	Cursed Ring
Capricious Thief	8	Old Chaos Shrine	E4	1424	136	Zephyr Cloak, Heart's Ease, Near Loss x8
Fleeting Flash	8	Old Chaos Shrine	E5	1424	136	Zephyr Cloak, Heart's Ease, Near Loss x8

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

There's a blue Initial BRV Boost emblem that can be used to chain all four Manikins here if you have a Straight Chain.

Two of the Manikins to the south have a new and interesting accessory mix: two accessories that boost bravery when they dodge or block, and eight Near Loss accessories. The result of this is that when the Manikins have low health, they will begin to receive very large bravery boosts whenever they evade or block your attacks.

This situation can become dangerous quickly, so try to avoid the issue entirely by going for either a one-hit KO, or knocking off some of their health, then finishing them.



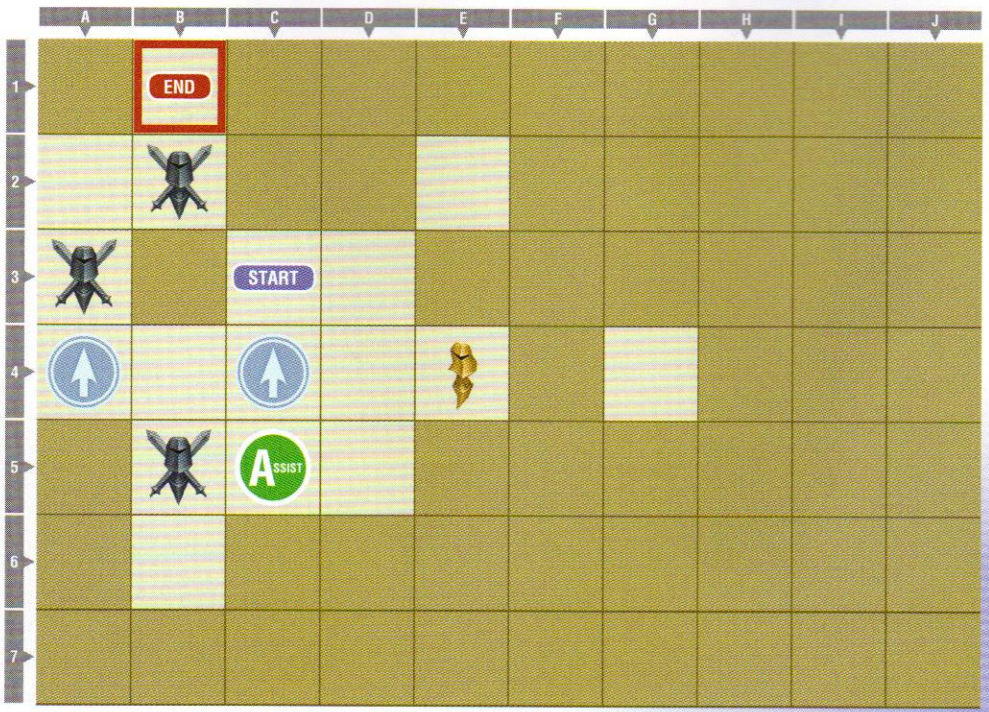
ROAMING

Watch your step! There's a roaming Manikin directly behind you when you emerge from the gate. The Moogle Shop, a second Manikin, and all of the chests are behind you as well, so search that area first, then return to the east to reach the next red gate.

- Manikins: 2
- Chest: Mythril
- Chest: BRV Charge
- Chest: 1991 gil
- Chest: Dark Helm
- Chest: EX Charge

GATEWAY TO THE SHORE

▸ MAP



GATEWAY TO THE SHORE

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv5
RULES	Enabled
SKILLS	Enabled
ASSISTS	Tidus

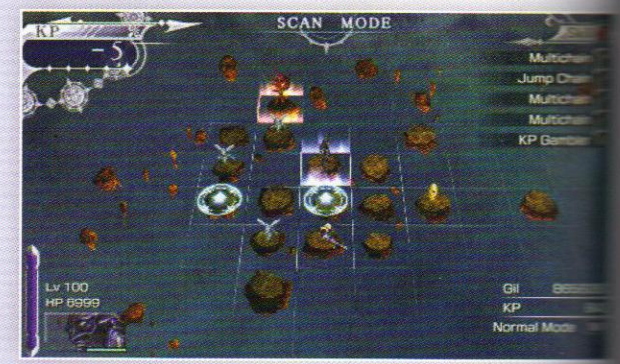
TREASURE

A	—
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Counterfeit Youth	8	Empyreal Paradox	B2	1424	136	Zephyr Cloak, Heart's Ease, Near Loss x8
Imaginary Soldier	8	Old Chaos Shrine	E4	1	319	The Rotten, Hyper Ring, Muscle Belt, Near Opponent x5, Arcane Resin
Phantasmal Girl	8	Empyreal Paradox	B5	1424	136	Zephyr Cloak, Heart's Ease, Near Loss x8
Delusory Knight	8	Old Chaos Shrine	A3	1424	136	Zephyr Cloak, Heart's Ease, Near Loss x8

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*



There are two blue emblems here: one is a Magic Critical Rate Up, the other is a Physical Critical Rate Up. Feel free to use either, depending on what attacks you favor.

As you probably expected, three of these Manikins are using the new evasion Near Loss setup. Try to take them out with either gradual HP attacks, or one single finishing blow.

The Gold Manikin is using a nasty 1 HP setup with boosts when it is near you, and it has instant EX Mode. But, as with all the 1 HP setups, it is still vulnerable to instant defeat.

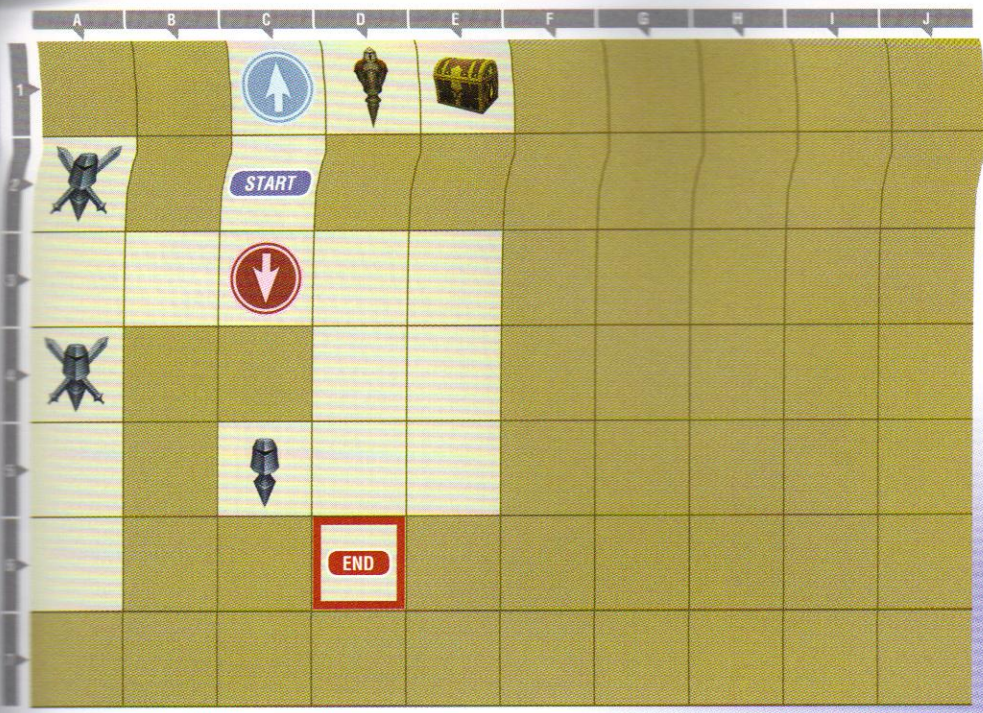
ROAMING

There's another Moogle Shop here and, conveniently, a blue gate as well, so gather up some Rosetta Stones, then collect the chests in the area before hitting the next gates.

- Manikins: None
- Chest: Cure
- Chest: Pink Tail

END OF ISOLATION GATEWAY (BLUE)

▸MAP



END OF ISOLATION GATEWAY (BLUE)

KP CHANCE	BRV Break within 60 sec
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Shell Shield, E1
B	—
C	—
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Harlequin	14	Pandaemonium	A2	1788	170	Zephyr Cloak, Heart's Ease, Near Loss x8
Ephemeral Phantom	19	The Rift	D1	2091	199	Hyper Ring, Guardian Bangle, HP = 100% x8
False Stalwart	8	The Rift	C5	1424	136	Cursed Ring
Imaginary Champion	14	Pandaemonium	A4	1788	170	Zephyr Cloak, Heart's Ease, Near Loss x8

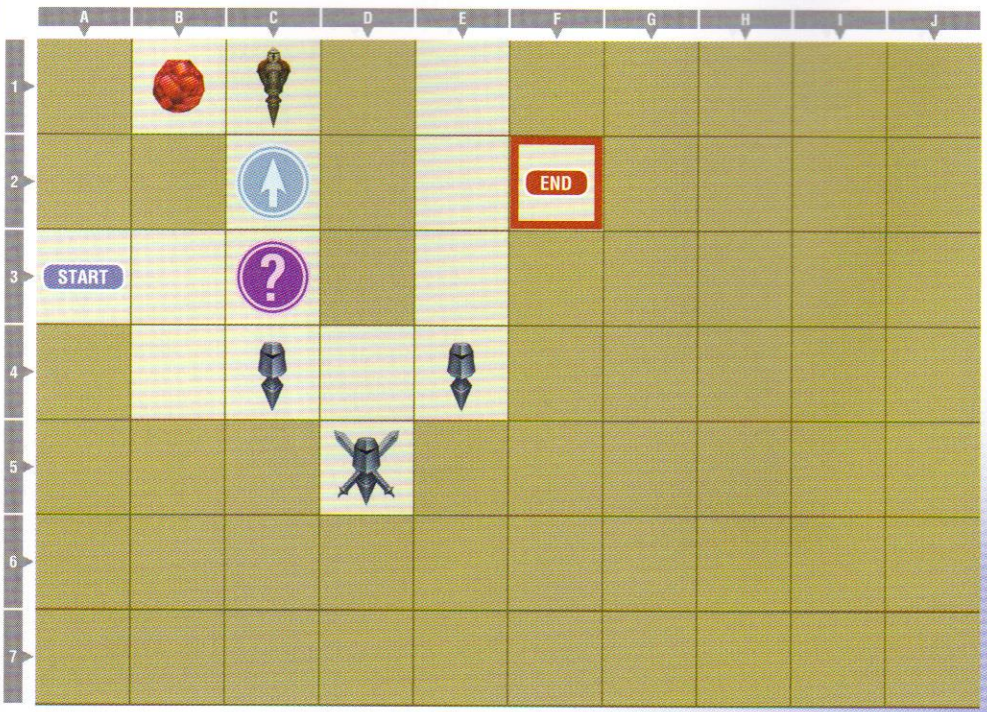
Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

The blue and one red emblem are here: the red sets your initial bravery to 0, while the blue has a Booster Accessory x5 but it's in a more difficult position to use a chain from.

The two Manikins to the west are using Near Loss evasion setups, while the tough north-eastern Manikin is using a typical 100% HP setup. Hit it once with an HP attack to knock its defenses off, then finish it to reach the treasure chest it is guarding.

GATEWAY OF FOOLS AND HOPE

▸MAP



GATEWAY OF FOOLS AND HOPE

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv12
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Magus Sisters AUTO, B1
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Counterfeit Wraith	21	Kefka's Tower	C1	2212	211	Hyper Ring, Guardian Bangle, HP = 100% x8
Delusory Dragoon	8	Pandaemonium	E4	1424	136	Cursed Ring
Ephemeral Summoner	14	Pandaemonium	D5	1788	170	Zephyr Cloak, Heart's Ease, Near Loss x8
Delusory Knight	8	Kefka's Tower	C4	1424	136	Cursed Ring
Exdeath	18	Planet's Core	F2	2030	193	Cursed Ring

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Two emblems are here: a blue Accessories Protected, and a purple Initial BRV 0.

The lone medium-strength Manikin is using the Near Loss evasion setup, while the northern Manikin is running a 100% HP build. Smack it with an HP attack early to level the playing field and secure the Magus Sisters AUTO Summonstone it is guarding.

The ending battle with Exdeath is surprisingly mild, given that he only has a Cursed Ring equipped as an accessory.

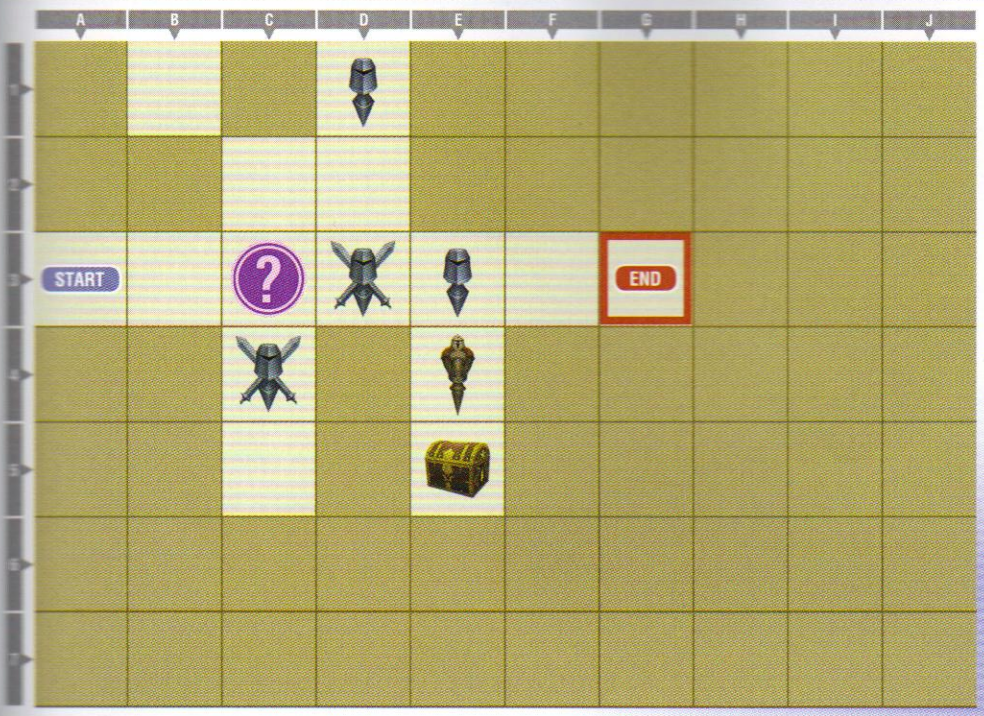
ROAMING

An extremely short world map segment, there are two chests in plain sight, a single Manikin, and then the next gate.

- Manikins: 1
- Chest: Rosetta Stone
- Chest: KP Gambler

SUNKEN LAKE GATEWAY

▸MAP



SUNKEN LAKE GATEWAY

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv15
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Dark Armor, E5
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Warlock	11	Lunar Subterrane	D1	1606	153	Cursed Ring
Imaginary Soldier	11	Dream's End	E3	1606	153	Cursed Ring
Capricious Reaper	23	Dream's End	E4	2333	222	Hyper Ring, Guardian Bangle, HP = 100% x8
Imaginary Champion	18	Lunar Subterrane	C4	2030	193	Zephyr Cloak, Heart's Ease, Near Loss x8
Delusory Dragoon	18	Dream's End	D3	2030	193	Zephyr Cloak, Heart's Ease, Near Loss x8

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There's a very nice purple KP +1 emblem in a convenient location here. Use it with your chain skills to rack up some extra KP.

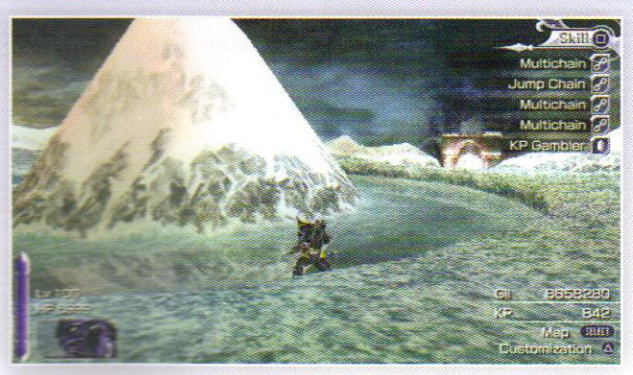
You're probably used to the pattern by now, but these two mid-strength Manikins are using Near Loss evasion builds, while the lone Manikin has a 100% HP build, just as in the previous gate.

Knock him out to grab the Dark Armor.

ROAMING

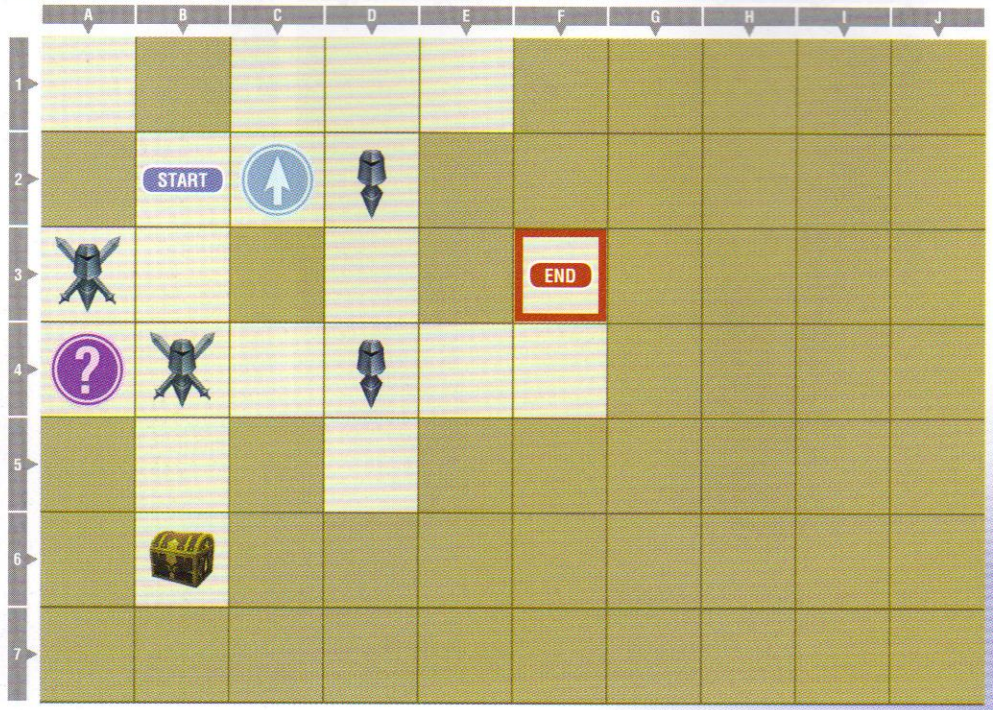
This is a fairly straight path to the last gate. Just don't miss the small switchback into the mountains off to the right of the Sunken Lake Gateway, where you can find a roaming Manikin and a chest.

- Manikins: 1
- Chest: Bangaa Tooth
- Chest: Cure
- Chest: 2000 gil



GULG GATEWAY

▸ MAP



GULG GATEWAY

KP CHANCE	Win battle within [illegible] seconds
BONUS LINE	Lv18
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Dark Shield, B6
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Idle Sky Pirate	11	Phantom Train	D2	1606	153	Cursed Ring
Delusory Knight	11	Order's Sanctuary	D4	1606	153	Cursed Ring
Imitation Liegeman	18	Crystal World	B4	2030	193	Zephyr Cloak, Heart's Ease, Near Loss x8
Delusory Warlock	18	Phantom Train	A3	2030	193	Zephyr Cloak, Heart's Ease, Near Loss x8
Golbez	21	Lunar Subterrane	F3	2212	211	Earring, Far from Opponent x4

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Two emblems are here: a blue Booster Accessory x5, and a purple Initial BRV Boost, though the purple is tucked behind a pair of medium-strength Manikins.

The two medium-strength Manikins are located close to the Near Loss evasion types. You should be well accustomed to fighting them by now.

Before clearing the gateway, make sure to grab the Dark Shield. This will complete the set of Dark Paladin equipment for Cecil with a good set of starter equipment (plus you can't argue with the price).

The final battle is against Golbez, and he's not actually packing anything especially difficult—an Earring and four Far from Opponent accessories means he'll try to keep his distance and bombard you, but as long as you're aggressive about closing, this isn't a problem. Once Golbez is defeated, you are finished with Cecil's storyline.

TIDUS—ENTRUSTED POWER

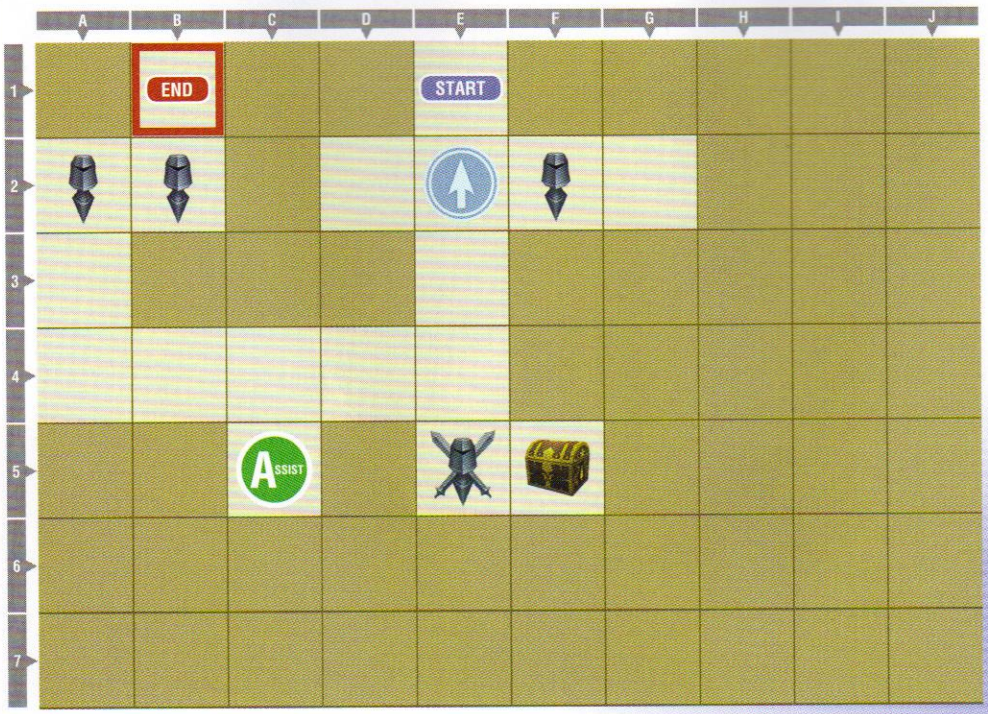
Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

Tidus is a highly agile warrior. Many of his abilities have inherent evasive properties, allowing you to dodge attacks and then counter-attack immediately.

Also, when he earns the ability to chain HP attacks and Evasive bravery attacks, he becomes extremely destructive at dispatching hard-to-fight CPU opponents if your skills are good.

GATEWAY OF THE DAMNED

▸MAP



GATEWAY OF THE DAMNED

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv2
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cecil

TREASURE

A	Official Ball, F5
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Counterfeit Youth	4	World of Darkness	A2	1182	113	Cursed Ring
Ephemeral Phantom	4	Old Chaos Shrine	B2	1182	113	Cursed Ring
Ephemeral Vision	4	World of Darkness	F2	1182	113	Cursed Ring
Ephemeral Vision	9	World of Darkness	E5	1485	141	Hyper Ring, Near Opponent x6

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There's a Physical Critical Rate Up emblem just in front of Tidus as you enter this gate. If you have a Straight Chain handy, you can combo the whole gate with it active.

As this is the intro gate for Tidus, most of the Manikins are pushovers. The only exception is the southern medium-strength Manikin that has six Near Opponent accessories. He can be a bit tougher, as Tidus doesn't have a wide range of long-range attacks early on.

Give the fight a shot, though: defeat it and you earn the Official Ball, an upgraded weapon for Tidus.

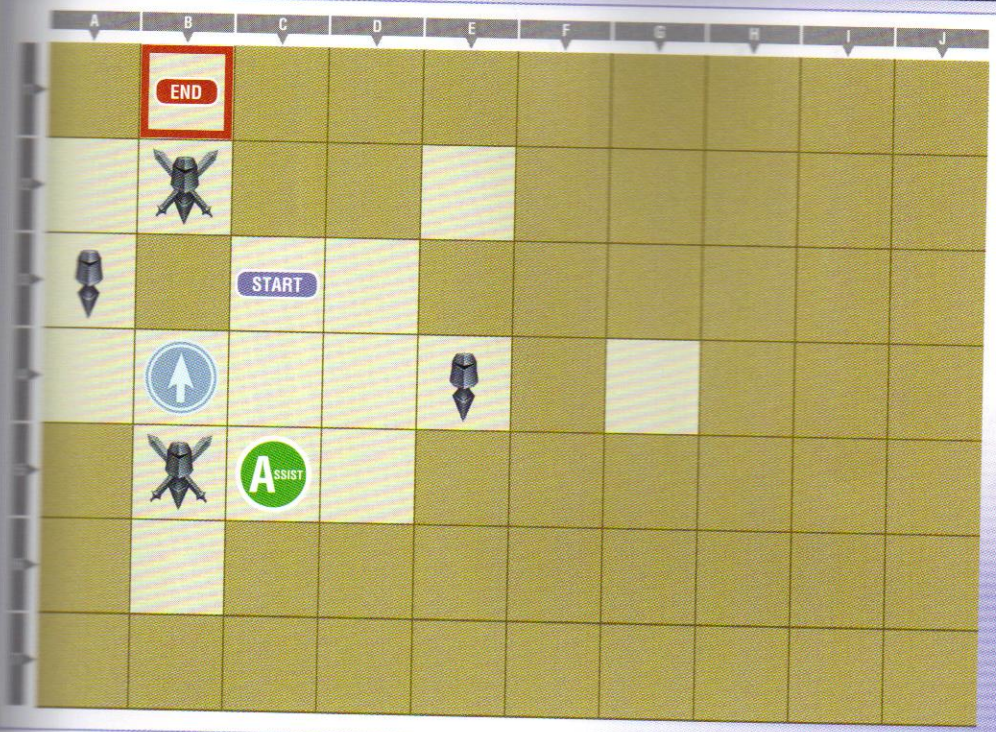
ROAMING

Tidus's initial path mirrors that of Cecil. The red gate is ahead, but turn around to visit the Moogle Shop, gather chests and face the two roaming Manikins if you wish. Stock up on Rosetta Stones and chains for the battles ahead.

- Manikins: 2
- Chest: Rosetta Stone
- Chest: Patience Incense
- Chest: Soundwave
- Chest: 2001 gil
- Chest: 2000 gil

GATEWAY TO THE SHORE

MAP



GATEWAY TO THE SHORE

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv3
RULES	Enabled
SKILLS	Enabled
ASSISTS	Firion

TREASURE

A	—
B	—
C	—
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Counterfeit Youth	9	M.S. Prima Vista	B2	1485	141	Hyper Ring, Near Opponent x6
Imaginary Soldier	4	Sky Fortress Bahamut	E4	1182	113	Cursed Ring
Ephemeral Vision	9	Sky Fortress Bahamut	B5	1485	141	Hyper Ring, Near Opponent x6
Ephemeral Vision	4	M.S. Prima Vista	A3	1182	113	Cursed Ring

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

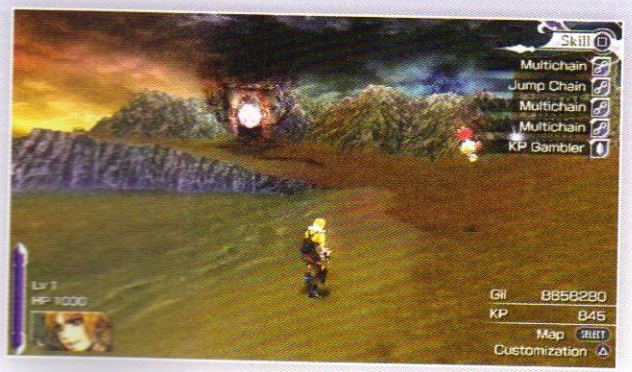
There's a blue Physical Critical Rate Up emblem here. Make use of it in a chain, if possible.

These Manikins are unremarkable. The two medium-strength Manikins have Near Opponent setups, so they are stronger up close, but they also have abnormally low HP for their level, so they are easy to take out.

ROAMING

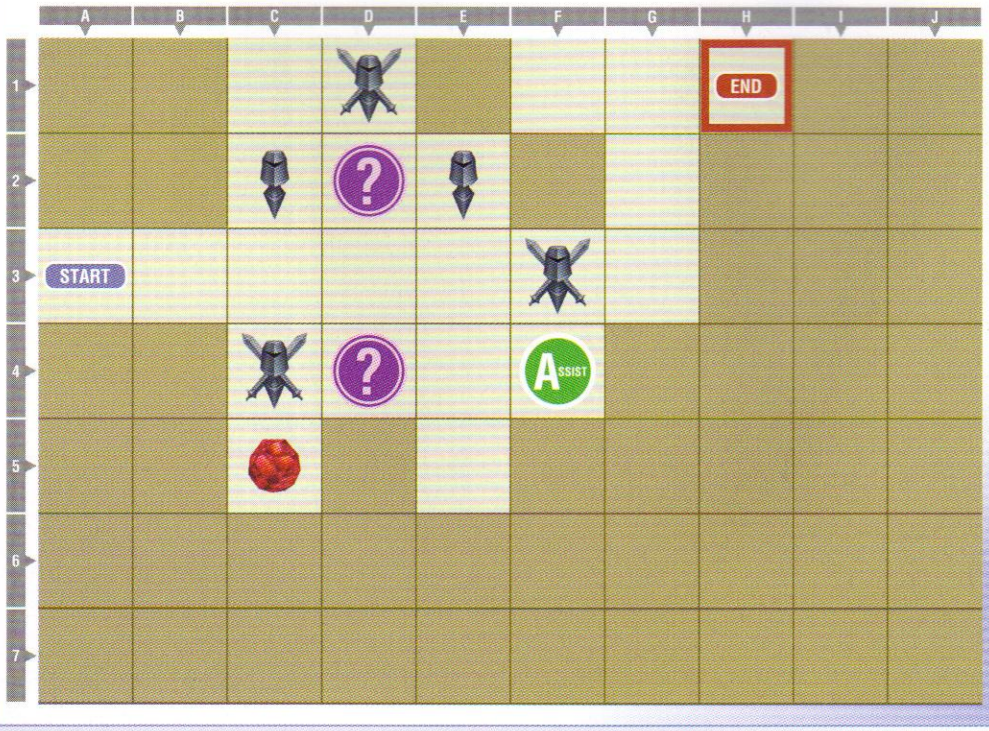
There's another Moogle Shop here, and be aware that passing through the open gateway to the north will take you to the Cornelia Plains—where you came from. Instead, keep moving and reach the red gate just ahead after you grab the two nearby chests.

- Manikins: None
- Chest: 2000 gil
- Chest: Mythril



SAGE'S PATH GATEWAY

▸ MAP



SAGE'S PATH GATEWAY

KP CHANCE	Win battle within [illegible] seconds
BONUS LINE	Lv5
RULES	Enabled
SKILLS	Enabled
ASSISTS	Firion

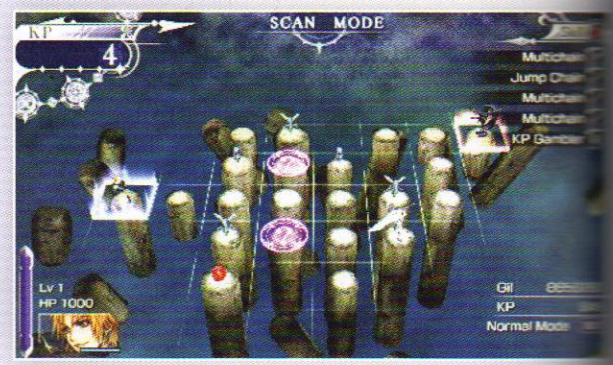
TREASURE

A	Leviathan AUTO, C5
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ephemeral Phantom	9	Crystal Tower	D1	1485	141	Hyper Ring, Near Opponent x6
Capricious Thief	4	Crystal Tower	E2	1182	113	Cursed Ring
Ephemeral Vision	9	Sky Fortress Bahamut	F3	1485	141	Hyper Ring, Near Opponent x6
Capricious Thief	9	World of Darkness	C4	1485	141	Hyper Ring, Near Opponent x6
Fleeting Flash	4	World of Darkness	C2	1182	113	Cursed Ring
The Emperor	18	Pandaemonium	H1	2030	193	Blue Gem x5

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*



Two purple emblems are here: an Initial BRV Boost, and a KP +1—use it if you can!

These medium-strength Manikins are all running the close-range boosted setup, so be prepared for their increased strength if you do decide to get up close for any length of time. Again, their HP is lowered, so they don't take long to drop once you are engaged.

Don't miss the Summonstone in the southwest. Appropriately for Tidus, it is the Leviathan AUTO Summonstone!

Firion leaves just before this last battle, so you don't have an Assist in the fight against The Emperor. The Emperor is packing 5 Blue Gems, so his initial bravery level is fairly high—be careful, and use the walls of Pandaemonium to good effect to hide from him and ambush him as he comes around to attack you.

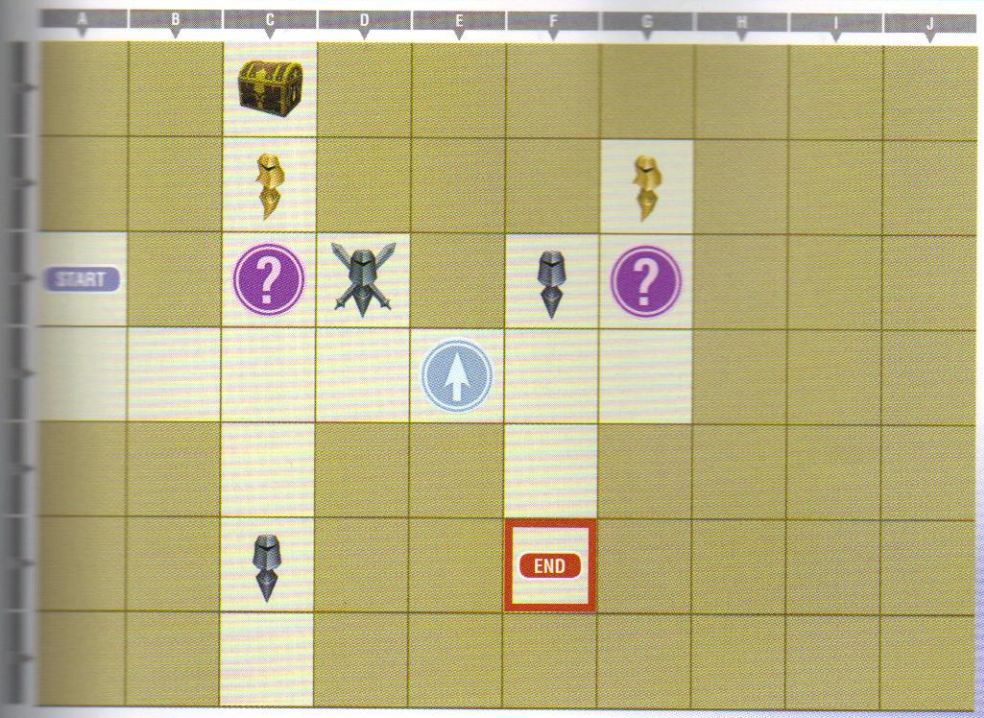
ROAMING

Not much to pick up here. Grab the two chests and face the Manikin, then hit up the blue gate if you want to gain some levels or KP before moving on to the red.

- Manikins: 1
- Chest: Maser Eye
- Chest: Pink Tail

CRESCENT LAKE GATEWAY (BLUE)

MAP



CRESCENT LAKE GATEWAY (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	1000 gil, C1
B	—
C	—
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Glorious Thief	16	Crystal World	C2	1	8778	Soul of the Destroyer, The Rotten
Glorious Thief	16	Pandaemonium - Top Floor	G2	1	8778	Soul of the Destroyer, The Rotten
Armored Summoner	10	Crystal World	F3	1545	147	Cursed Ring
Sky Pirate	16	Pandaemonium - Top Floor	D3	1909	182	Hyper Ring, Near Opponent x6
Glorious Thief	10	Crystal World	C6	1545	147	Cursed Ring

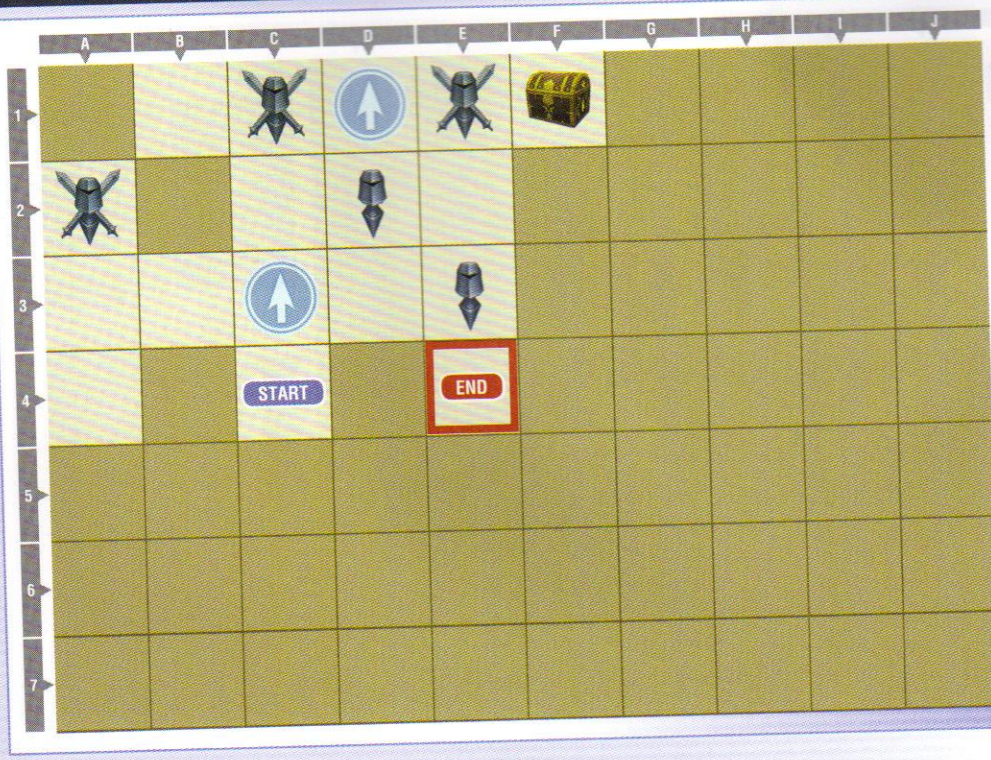
Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

There are three emblems here: a blue Booster Accessory x5 and two purple bravery modifiers to boost, one to set to 0.

Most of these Manikins are straightforward, but the two Gold Manikins are armed with massive bravery-boosting accessories—and 1 HP. Expect a quick win or loss!

LEGENDARY LAKE GATEWAY

MAP



LEGENDARY LAKE GATEWAY

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv11
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Chocobo Powder, F1
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ephemeral Summoner	16	Crystal World	C1	1909	182	Hyper Ring, Near Opponent x6
Delusory Dragoon	16	Crystal World	E1	1909	182	Hyper Ring, Near Opponent x6
Ephemeral Summoner	10	Crystal World	E3	1545	147	Cursed Ring
Delusory Warlock	10	M.S. Prima Vista	D2	1545	147	Cursed Ring
Ephemeral Phantom	16	M.S. Prima Vista	A2	1909	182	Hyper Ring, Near Opponent x6

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Two helpful blue emblems here: a Physical Critical Rate Up, and a Booster Accessory x5, though the latter is sandwiched in the middle of three Manikins.

The medium-strength Manikins here are all Near Opponent types, with the other two being weaker, normal Manikins. Use what you've learned up to this point to blast through this gate and move on.

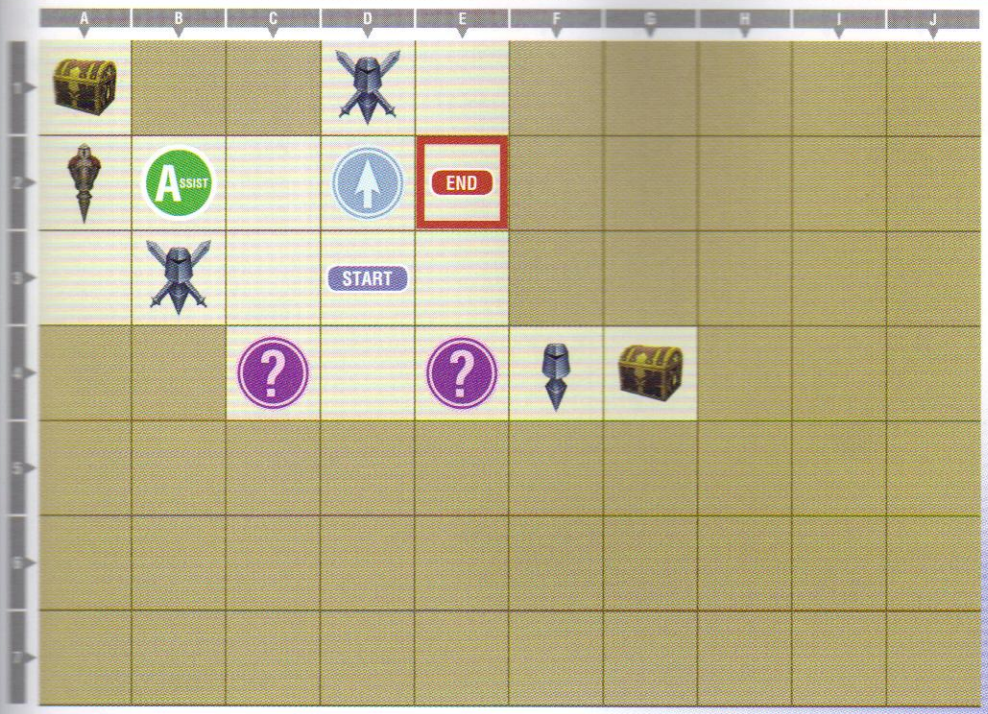
ROAMING

Almost nothing to explore here. Grab the chest off to the right, pick up the light orbs, then hit the blue and red gates in that order.

- Manikins: None
- Chest: KP Gambler

HIDDEN DARKNESS GATEWAY (BLUE)

▸MAP



HIDDEN DARKNESS GATEWAY (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	Firion

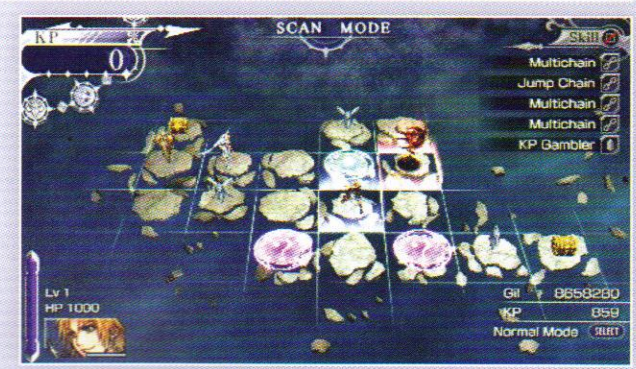
TREASURE

A	1000 gil, G4
B	Gold, A1
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Brawler	16	Dream's End	D1	1909	182	Hyper Ring, Near Opponent x6
Counterfeit Wraith	10	Planet's Core	F4	1545	147	Cursed Ring
Delusory Knight	16	Planet's Core	B3	1909	182	Hyper Ring, Near Opponent x6
Fallacious Tree	25	Dream's End	A2	2454	234	Hyper Ring x2, Near Loss x6, Near Death x2

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*



There are several emblems here: a blue Booster Accessory x5 and two purples—one for a stage bravery boost, one to set initial bravery to 0.

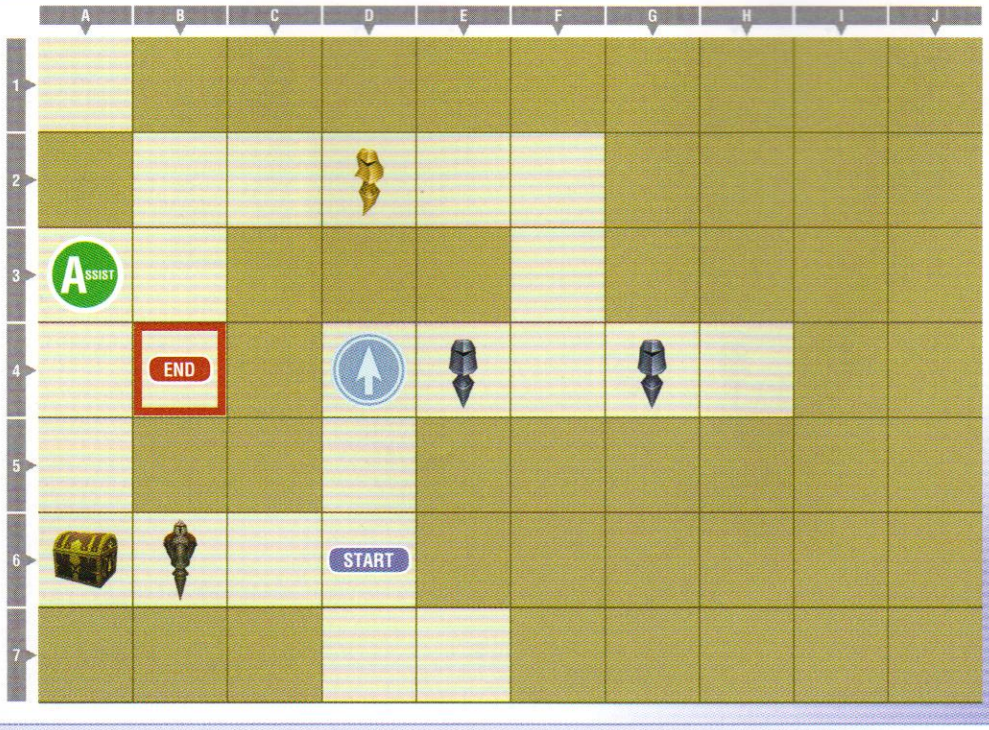
Two of these Manikins are the same Near Opponent-style enemies you've been fighting for all of Tidus's chapter, but the hard Manikin is, in fact, quite hard.

It is equipped with multiple Near Loss and Near Death accessories, and it is pretty tough, to boot. As it is unlikely you can take him down in one hit, work on whittling him down, then go for a strong finish.

This may be your first chance to pick up Gold from the treasure chest, which you can use for one of the helpful item sets.

ENCOUNTERS AND TREASON

▸MAP



ENCOUNTERS AND TREASON

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv14
RULES	Enabled
SKILLS	Enabled
ASSISTS	Firion

TREASURE

A	Healing Helm, A6
B	—
C	—
D	—

MANIKINS

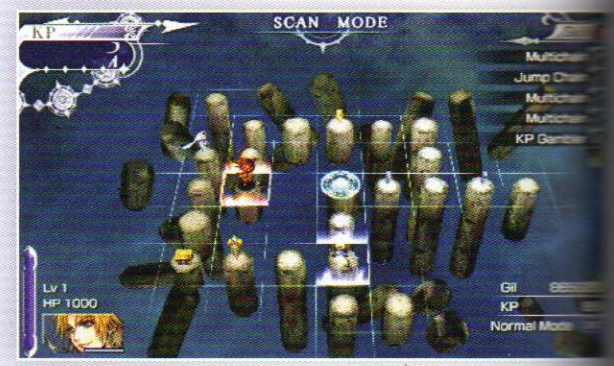
NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ephemeral Phantom	10	Order's Sanctuary	E4	1545	147	Cursed Ring
Ephemeral Summoner	10	Dream's End	G4	1545	147	Cursed Ring
Capricious Thief	19	Order's Sanctuary	D2	1	9999	Soul of the Destroyer, The Rotten
Counterfeit Wraith	25	Dream's End	B6	2515	240	Hyper Ring x2, Near Loss x6, Near Death x2

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There's a single blue Booster Accessory x5 emblem in the center. You can use it to chain the whole board with a Multichain if you're confident in facing the tough Manikin with the others.

The northern Gold Manikin is running a dangerous 1 HP build, and he's pretty evasive, so be very careful about using a slow HP attack unless you're sure you can connect.

The southwestern Manikin is simply hard—higher level, and equipped with a bunch of Near Loss and Near Death accessories. As with the other similar tough Manikin you faced in an earlier gate, whittling down its HP slowly and then going for a quick finish is the safest method if you're relatively low level in comparison.



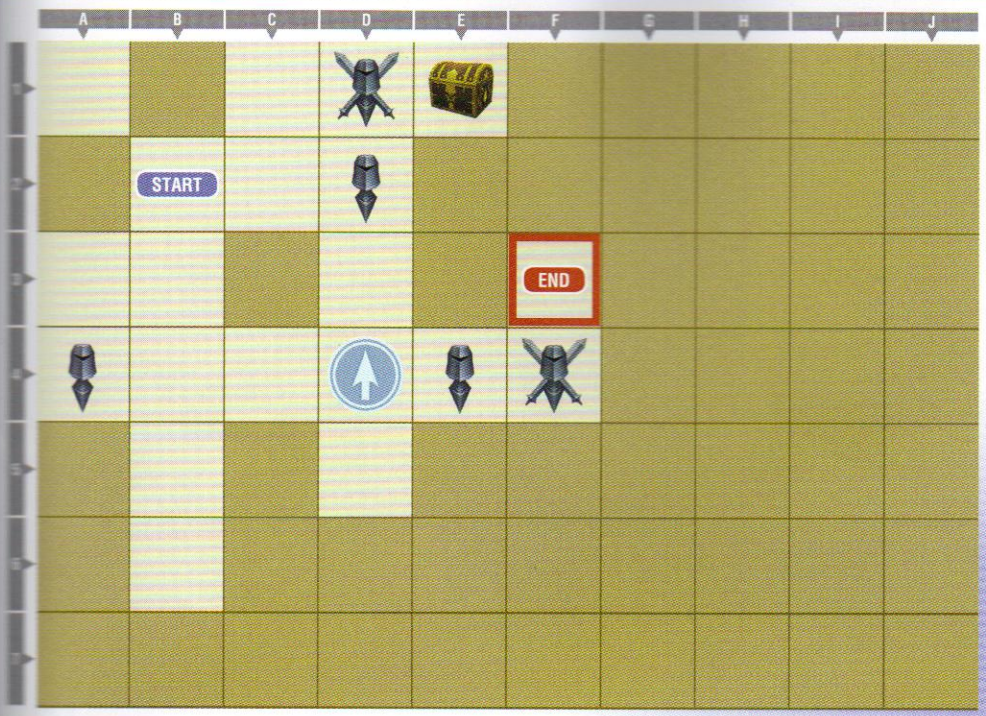
ROAMING

There's a Moogle Shop literally right in front of you when you emerge from the last gate, so stock up on any skills you need before you gather up the chests and hit the final gate.

- Manikins: 1
- Chest: Pink Tail
- Chest: Cure

GULG GATEWAY

MAP



GULG GATEWAY

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv18
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Black Flan Membrane, E1
B	
C	
D	

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
False Stalwart	10	Crystal Tower	A4	1545	147	Cursed Ring
Imitation Liegeman	10	Crystal Tower	E4	1545	147	Cursed Ring
Ephemeral Vision	19	Crystal Tower	F4	2091	199	Hyper Ring, Near Opponent x6
False Stalwart	19	Kefka's Tower	D1	2091	199	Hyper Ring, Near Opponent x6
Imaginary Brawler	10	Kefka's Tower	D2	1545	147	Cursed Ring
Jecht	21	Dream's End	F3	2212	211	Muscle Belt, Near Opponent x3, Attacking Bravery x2

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There's a blue Physical Critical Rate Up emblem right in the middle of the board; use it if you can.

The two medium-strength Manikins here are both using Near Opponent setups. Try to stick and move to take them down.

The final fight is with Jecht, and he's using a solid set of accessories in comparison to the last several final battles. He's tougher up close or when using bravery attacks, so try to close in and hit him, then back off and look for an opening.

FIRION— SEEDS OF HOPE

Firion is a master of weapons, he fights equally well with sword, axe, bow, or spear. His attacks make use of his flexibility, allowing you to chain his bravery attacks into damaging HP attacks once he has gained some levels.

His HP attacks are somewhat less impressive, though certainly still usable early on, but stick with him until you earn his bravery chains to see his real power.

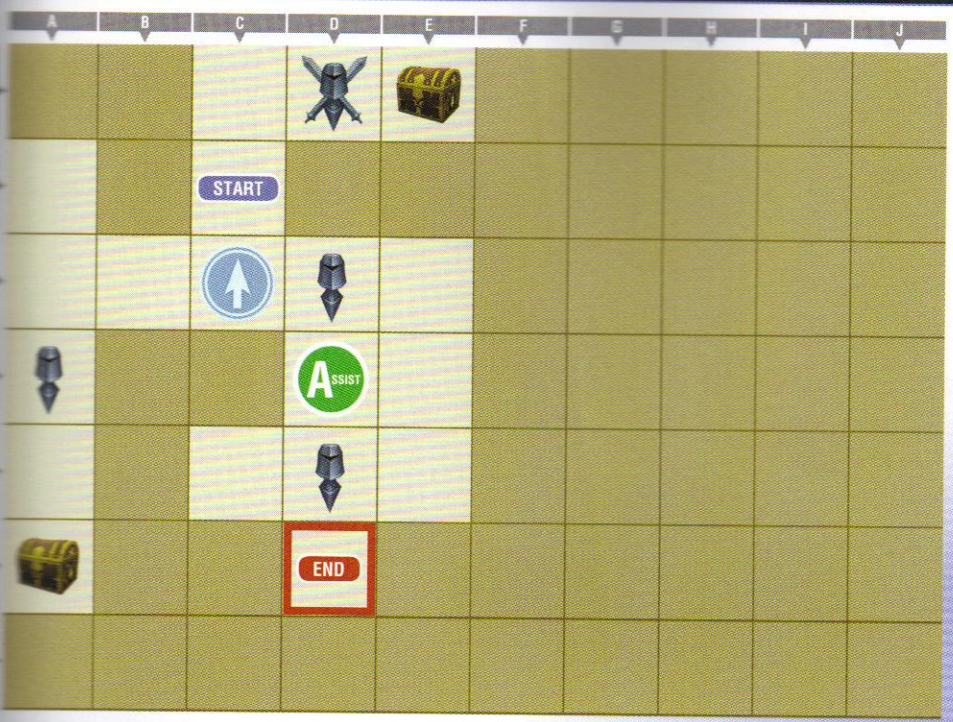
"EX BUSTING"

Because Firion's "default" enemy Manikin in his chapter begins in EX Mode, you may wish to focus on accessories that boost your Assist Charge. You can Break their EX Mode immediately by landing an Assist.

This isn't mandatory, but consider this chapter practice for facing EX Mode opponents.

END OF ISOLATION GATEWAY

MAP



END OF ISOLATION GATEWAY

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv2
RULES	Enabled
SKILLS	Enabled
ASSISTS	Tidus

TREASURE

A	2000 gil, E1
B	2000 gil, A6
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imitation Legeman	12	Pandaemonium	D1	1667	159	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Killer Hero	7	Pandaemonium - Top Floor	D3	1364	130	Cursed Ring
Hunting Flash	7	Pandaemonium - Top Floor	D5	1364	130	Cursed Ring
Imitation Legeman	7	Pandaemonium	A4	1364	130	Cursed Ring

Manikin equipment is sometimes random, so HP and BRV values may vary from the data in this section.

There's a Booster Accessory x5 emblem available just to the south of your start position. Use it to chain the gate with a Jump Chain if you have one handy.

The chest in the southwest appears to be unreachable, but upon defeating the southwest-most Manikin, a block fades into existence, allowing you to retrieve 2000 gil.

Most of the Manikins here are basic intro enemies to get you leveled a bit, but the medium-strength Manikin in the northeast is tough—it begins in EX Mode, and has seven EX Mode Killer accessories equipped. There's no way to avoid the combination it's using unless you want to wait out EX Mode entirely, so be ready for a tough fight.

ROAMING

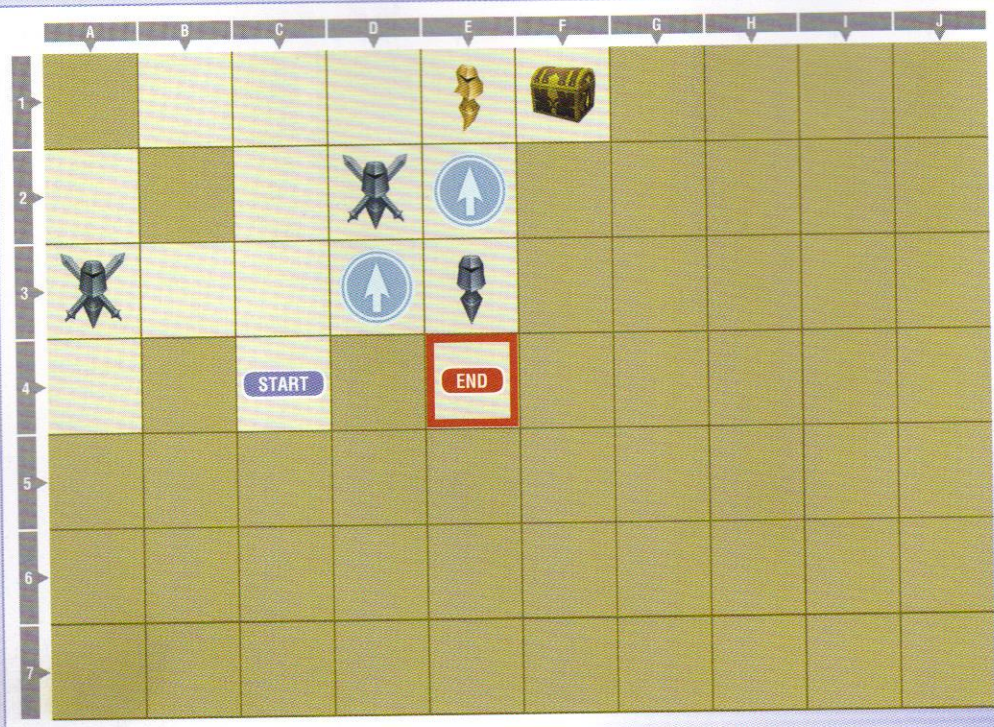
Take an immediate about-face to find the Moogle Shop and a chest before you continue forward. Stock up on Rosetta Stones, then move on. You can fight the three Manikins here to consume extra EXP while you gather the chests, then continue to the next red gate.

- Manikins: 3
- Chest: 1000 gil
- Chest: Rosetta Stone
- Chest: KP Gambler

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

LEGENDARY LAKE GATEWAY

▸ MAP



LEGENDARY LAKE GATEWAY

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv6
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Yaschas Massif Gravel, F1
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fallacious Wanderer	12	Crystal World	E1	1	486	Hyper Ring, No BRV Damage x3, The Rotten
Ephemeral Phantom	12	Lunar Subterrane	D2	1667	159	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Imaginary Soldier	7	Crystal World	E3	1364	130	Cursed Ring
Ephemeral Summoner	12	Lunar Subterrane	A3	1667	159	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Jecht	14	Lunar Subterrane	E4	1788	170	Muscle Belt, Near Opponent, Attacking Bravery

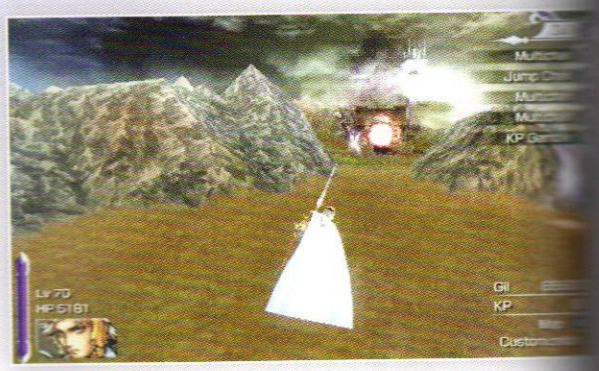
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There are two blue emblems here: a physical and a magic critical rate increaser, but the magic one is behind several Manikins, though you can use it to face the Gold Manikin if you wish.

The 1 HP Gold Manikin here is unusual, as it has a x3 set of No Bravery Damage taken accessories. While it only has 1 HP, it may be easier and safer to hit it with an easy-to-land bravery attack first, then finish it off.

The two medium-strength Manikins are both running the instant EX Mode setup. Get used to it, as this is the standard Manikin build for Firion's chapter.

The last fight with Jecht is mostly straightforward. He's not using a gimmicky accessory setup, so just use what you've learned with Firion so far to take him on.



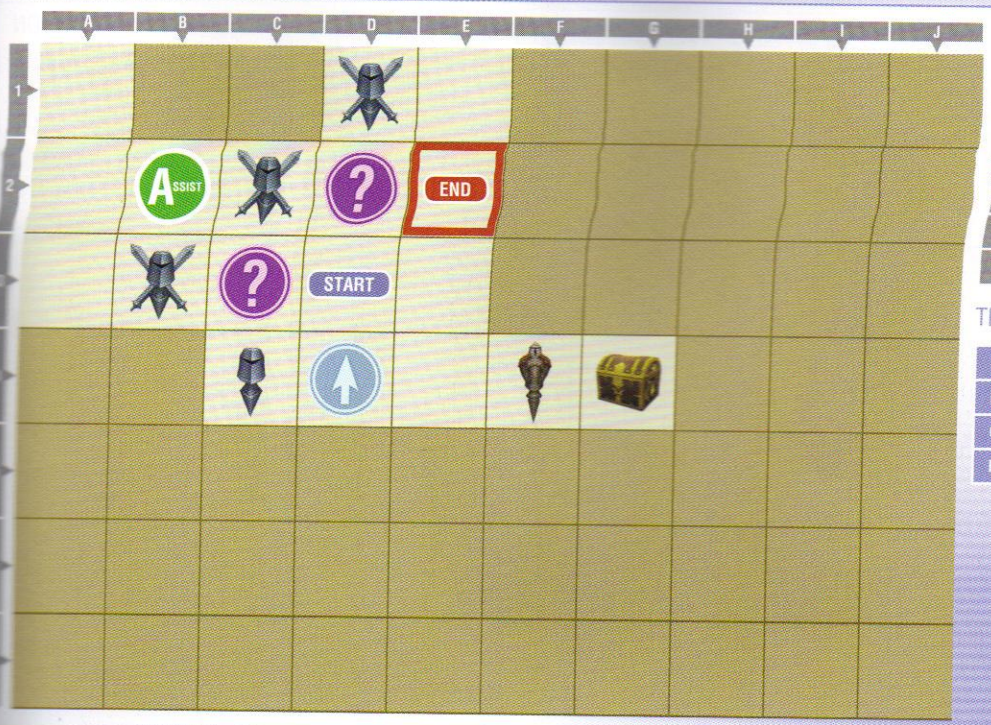
ROAMING

No significant exploration in this tiny mountainous area is required: grab the chest off to the right, then move to the blue gate before you reach the next red one.

- Manikins: None
- Chest: Cure

HIDDEN DARKNESS GATEWAY (BLUE)

▸MAP



HIDDEN DARKNESS GATEWAY (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	Tidus

TREASURE

A	Full Metal Staff, G4
B	—
C	—
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Idle Sky Pirate	12	Crystal World	D1	1667	159	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Imaginary Champion	21	Crystal World	F4	2212	211	Earring x2, Far from Opponent x6, After 45 Seconds
Illusory Dragoon	7	Pandaemonium	C4	1364	130	Cursed Ring
Imitation Despot	12	Kefka's Tower	B3	1667	159	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Transient Witch	12	Lunar Subterrane	C2	1667	159	Arcane Resin, Muscle Belt, Earring, EX Mode x7

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

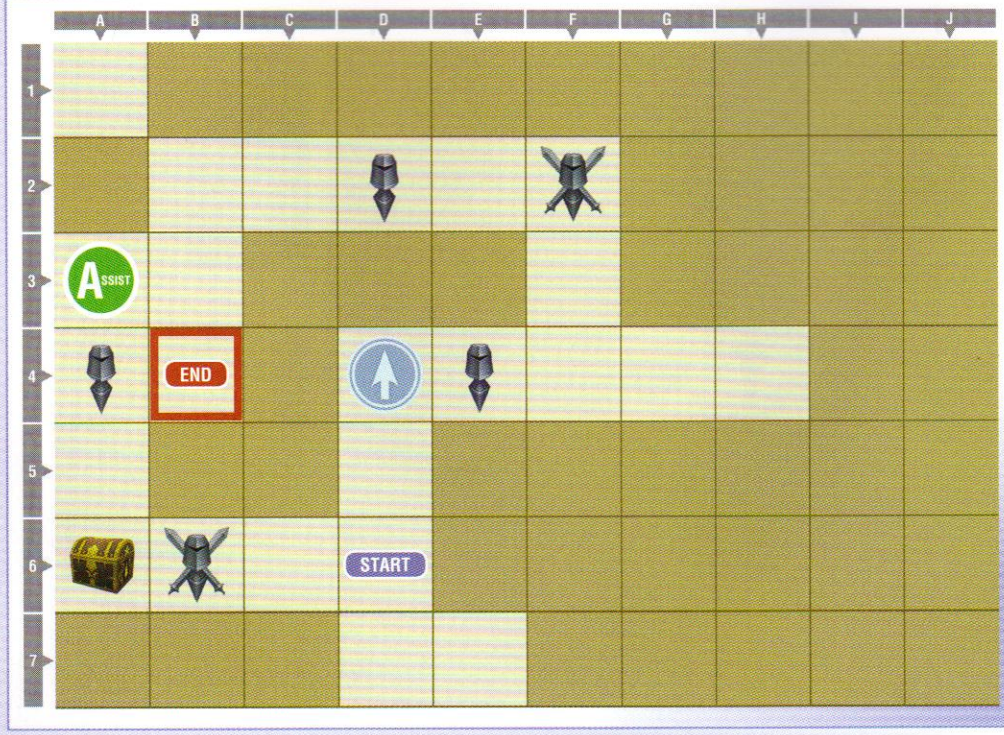
Several emblems are here: two purple ones for Initial BRV to be increased or set to 0, and one blue Booster Accessory x5. Make use of these emblems if you can.

These medium-strength Manikins are using the standard EX Mode build, but the tough Manikin in the southeast is using a Far from Opponent setup. Try to stick close to minimize Accessory boosts. You can also save a chain just to use off of the Booster Accessory x5 emblem if you need an edge in the battle.

If you do find it too difficult, you can always repeat the blue gate (or move ahead to the red and return) to level up a bit first.

ENCOUNTERS AND TREASON

MAP



ENCOUNTERS AND TREASON

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv8
RULES	Enabled
SKILLS	Enabled
ASSISTS	Tidus

TREASURE

A	1988 gil, A6
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fallacious Tree	11	World of Darkness	D2	1606	153	Cursed Ring
Phantasmal Girl	18	Crystal Tower	F2	2030	193	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Phantasmal Girl	11	Crystal Tower	E4	1606	153	Cursed Ring
Imitation Despot	18	Crystal Tower	B6	2030	193	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Transient Witch	11	World of Darkness	A4	1606	153	Cursed Ring
Ultimecia	20	World of Darkness	B4	2121	205	Earring, Far from Opponent x6, Aerial x2

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The center blue emblem here is a Magic Critical Rate Up booster. You can chain the whole board with a Multichain if you have one handy.

A very standard gate, there are several weak Manikins and then the rest are all the instant EX Mode variety.

Ultimecia is your final opponent here, and she's set up to keep her distance and pelt you with long-range attacks. Do your best to get up close and stay there to shut down her accessory boosts.

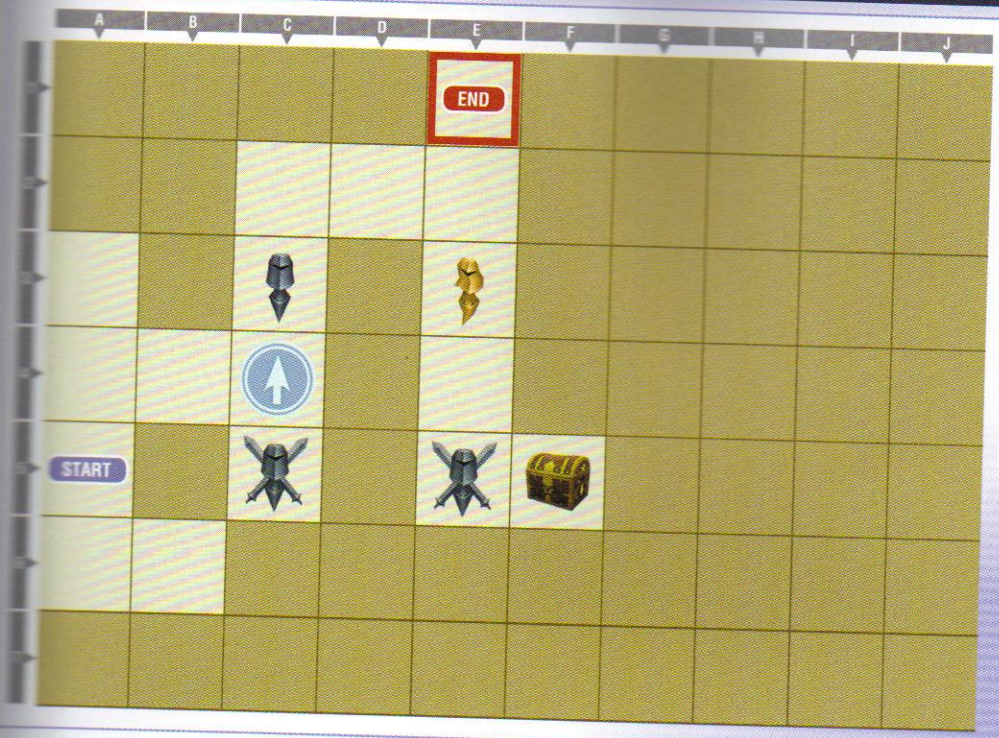
ROAMING

There's a Moogle Shop right where you exit the gate. Stock up on chains if you need them, then move on to the next gate. There are no other goodies to gather here.

- Manikins: None
- Chests: None

GATEWAY OF THE GREAT WILL

MAP



GATEWAY OF THE GREAT WILL

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv14
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Gold, F5
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
[illegible] Dragoon	11	Phantom Train	C3	1606	153	Cursed Ring
[illegible] Wanderer	18	Order's Sanctuary	E3	1	581	Hyper Ring, No BRV Damage x3, The Rotten
[illegible] Youth	18	Order's Sanctuary	E5	2030	193	Arcane Resin, Muscle Belt, Earring, EX Mode x7
[illegible] Reaper	18	Phantom Train	C5	2030	193	Arcane Resin, Muscle Belt, Earring, EX Mode x7

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

There's a blue Booster Accessory x5 emblem that can be used with a Jump chain to hit every Manikin.

The Gold Manikin here is running a typical 1 HP build and pops a summon off the bat to double its bravery. Go for a quick HP finish.

The two medium-strength Manikins are both the standard EX Mode builds, and don't miss the Gold in the chest here—it's another needed piece in the creation of a special item set.

ROAMING

The gate opens up onto a Teleport Stone. This stone will teleport you from the far southeastern continent all the way to the northwest, in the Land of Discord.

These Teleport Stones are exceptionally rare in the first two story scenarios, but they are used extensively in the final scenario, where you are allowed to freely roam the world using them, tackling gates of your choosing.

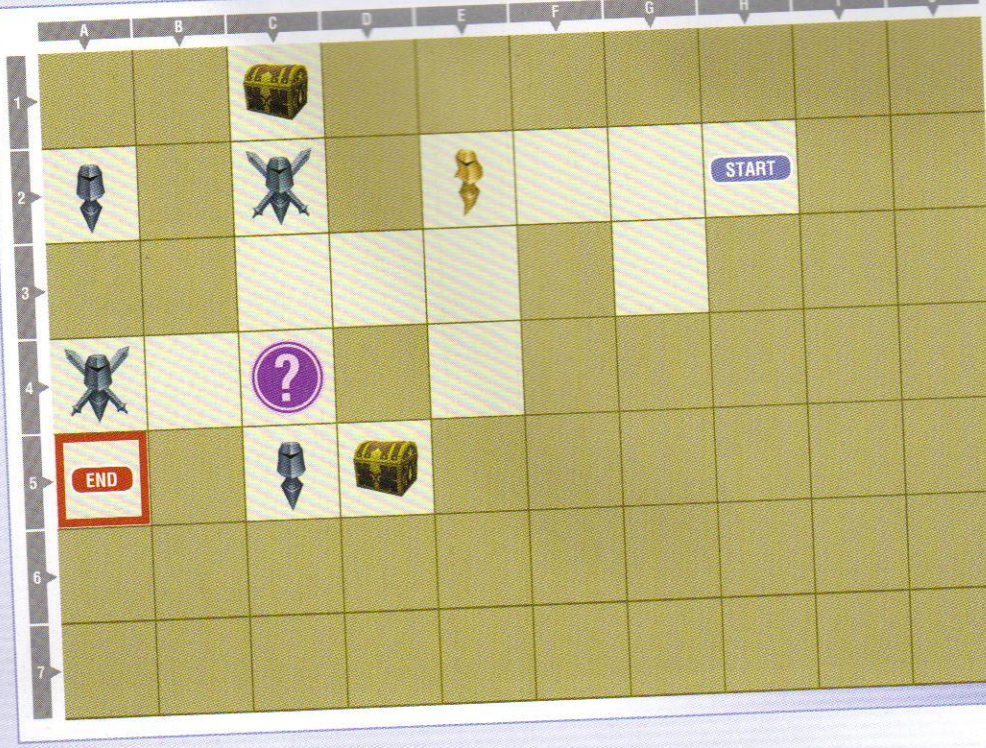
Tomorrow, use the stone and pop through to keep moving.

There are four chests past the teleport, as well as a pair of Manikins. When you're ready, enter the red gate.

- Manikins: 2
- Chest: BRV Charge
- Chest: Moogle Fur
- Chest: Arcane Incense
- Chest: KP Gambler

THE GATEWAY OF WAILS

▸MAP



THE GATEWAY OF WAILS

KP CHANCE	Win battle within 60 seconds
BONUS LINE	Lv16
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Pink Tail, C1
B	Pink Tail, D5
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
False Stalwart	11	Orphan's Cradle	A2	1606	153	Cursed Ring
Delusory Warlock	18	Orphan's Cradle	C2	2030	193	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Fallacious Wanderer	18	Orphan's Cradle	E2	1	591	Hyper Ring, No BRV Damage x3, The Rotten
Delusory Warlock	11	Phantom Train	C5	1606	153	Cursed Ring
False Stalwart	18	Phantom Train	A4	2030	193	Arcane Resin, Muscle Belt, Earring, EX Mode x7
The Emperor	22	Pandaemonium	A5	2272	216	Earring, Hyper Ring, Near Opponent x7

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The purple emblem at the center of the map boosts initial bravery if you wish to use it.

There's a single 1 HP Gold Manikin here; the other mediums are standard EX Mode foes. If you want to smack down the weak Manikin in the northwest, you have to use a chain to hit it.

The final battle with The Emperor takes place in Pandaemonium, and he is, oddly, equipped with Near Opponent accessories.

You can fight him from a distance, but if you do feel the need to get up close, try to use the narrow hallways and walls to bait him around a corner and then hit him with an attack before backing off again. Done properly, this minimizes the chance of his landing anything before you are safely out of sight again.

Once the Emperor is defeated, this chapter is done.

SQUALL LEONHART—RESOLVE FOR SECLUSION

Characters
Game Basic
Story Mode
Scenario 01
Scenario 01
Scenario 00
The Labyrin
PP Catalog
Summonsto
Armaments
Accessories
Secrets

Squall is a talented fighter, using his Gunblade in an aggressive close to midrange fighting style. Many of his attacks have wide arcs of attack, letting you hit enemies anywhere nearby if you can get in range.

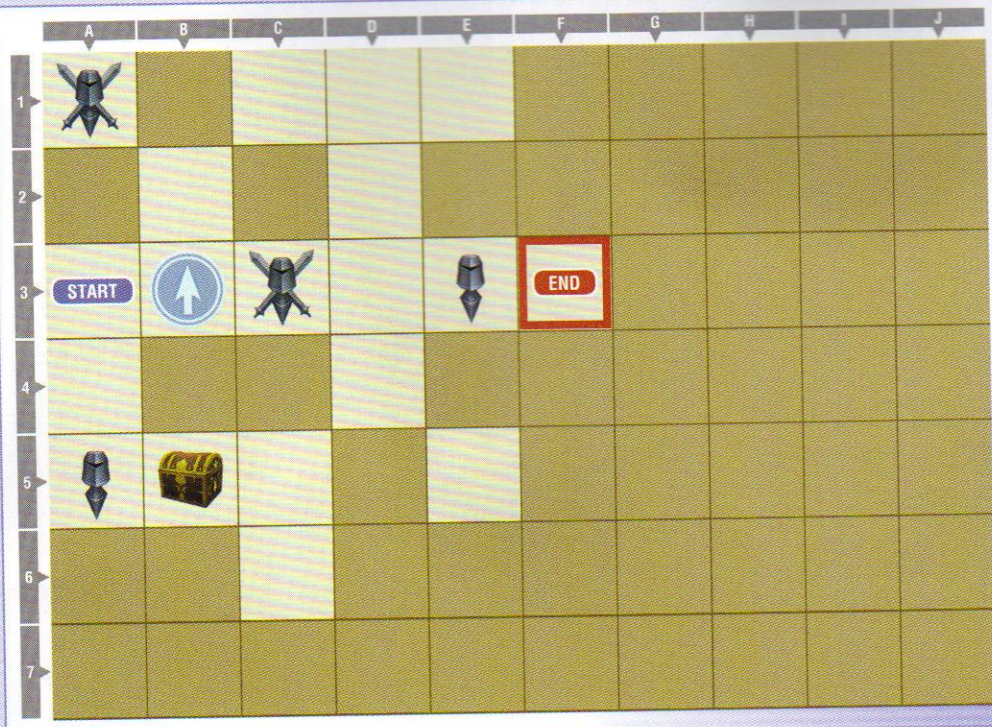
Make use of his spell attacks to mix up your offense and give you some ability to strike from a distance.

THE LONER

Squall takes his individuality a bit too seriously—he never gets an Assist during his chapter! As a result, don't bother bringing any Assist-boosting accessories, and be ready to fight solo. On the contrast, his normal Manikin foes are among the weaker types you have faced so far.

GATEWAY TO A MICRO DESERT

▸ MAP



GATEWAY TO A MICRO DESERT

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv2
RULES	Enabled!
SKILLS	Enabled!
ASSISTS	—

TREASURE

A	Valor Incense, B5
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Gunner	12	Order's Sanctuary	A1	1667	159	White Cape, BRV ≥ Base Value x8
Capricious Thief	12	Crystal World	C3	1667	159	White Cape, BRV ≥ Base Value x8
Transient Witch	6	Crystal World	E3	1303	124	Cursed Ring
Transient Lion	6	Order's Sanctuary	A5	1303	124	Cursed Ring

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There's a blue Physical Critical Rate Up emblem immediately to your right in this gate; if you have a chain handy, you can tackle all of the enemies in here immediately. And you need a chain to hit the northwestern Manikin.

If you're wondering what the standard-strength Manikin setup is in this chapter, the answer is a *defensive* setup, with a White Cape providing Magic Defense, and the remaining accessories giving the boost if the Manikin has its base bravery value or greater.

This is less dangerous than a lot of the other standard Manikin setups, though it can make fights drag out a bit more than usual.

Use this gate to get comfortable with Squall's basic moves and head out!

ROAMING

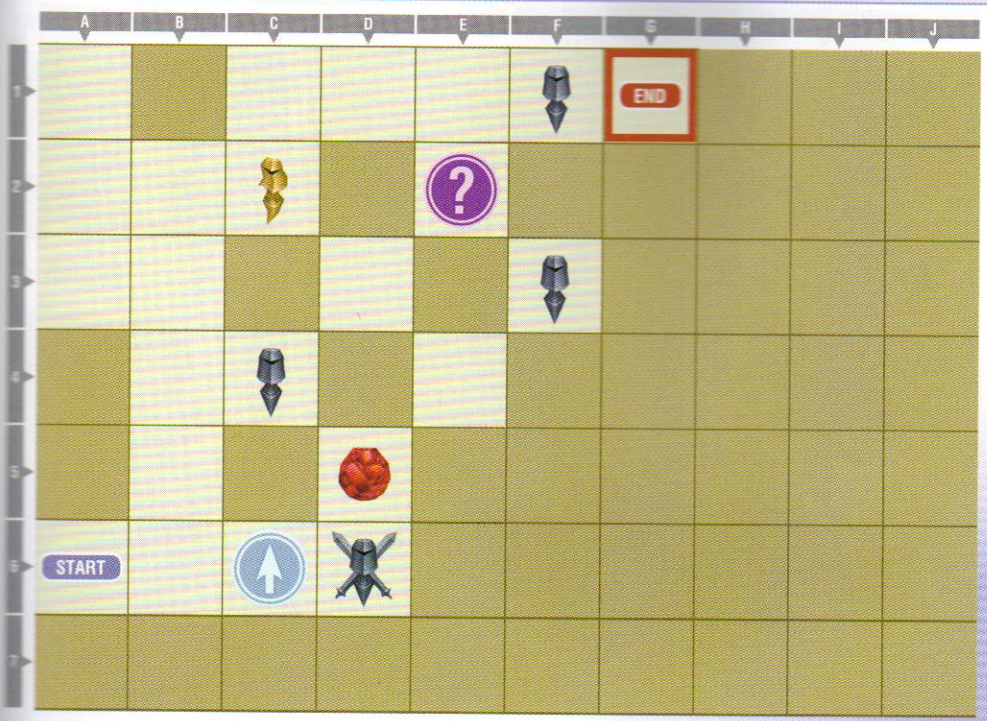
If you have been following the Story Mode's progression up to this point, this is likely your very first time exploring this part of the world.

Head west from the gate and check out the light bridges to find several chests, then make your way east to find the lone roaming Manikin and the first red gate.

- Manikins: 1
- Chest: 1000 gil
- Chest: 1000 gil
- Chest: 2000 gil
- Chest: Arcane Incense
- Chest: Maser Eye

NORTHERN MIRAGE GATEWAY

MAP



NORTHERN MIRAGE GATEWAY

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv4
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Alexander AUTO, D5
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imitation Liegeman	12	The Rift	C2	1	1305	The Rotten, Soul of the Sovereign
Ephemeral Summoner	6	Order's Sanctuary	F1	1303	124	Cursed Ring
Transient Lion	6	M.S. Prima Vista	F3	1303	124	Cursed Ring
Fallacious Tree	6	M.S. Prima Vista	C4	1303	124	Cursed Ring
Transient Gunner	12	M.S. Prima Vista	D6	1667	159	White Cape, BRV ≥ Base Value x8

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There's a blue Booster Accessory x5 emblem just to your right, and up in the northeast is a purple Initial BRV emblem.

The Gold Manikin here is a typical 1 HP build, while the others are weak and only the south-eastern medium-strength Manikin guards the Alexander AUTO Summonstone. Don't miss it!

ROAMING

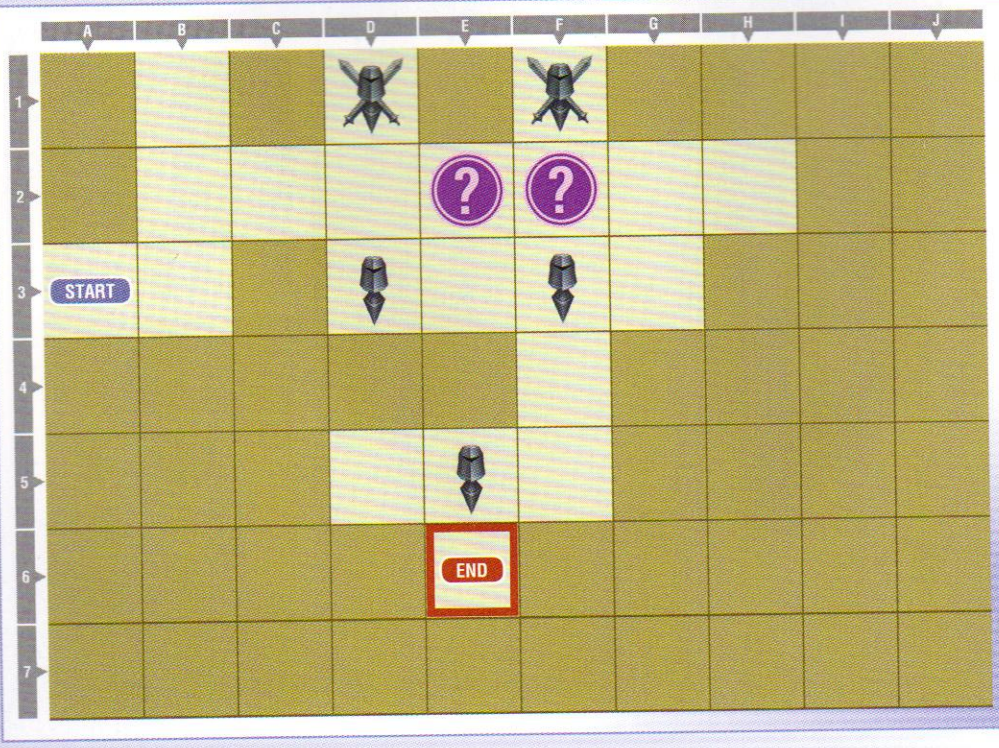
You can explore the wide Mirage Desert here. Be sure to stop by the Moogle Shop and pick up some Rosetta Stones to equip Squall. You can find most of the chests at the edges of the desert, with two near the center.

Once you've gathered up all the goodies, head to the next red gate to the east.

- Manikins: 2
- Chest: Valor Resin
- Chest: KP Gambler
- Chest: 1999 gil
- Chest: Rosetta Stone
- Chest: Iifa Dew
- Chest: 1000 gil

EASTERN MIRAGE GATEWAY

MAP



EASTERN MIRAGE GATEWAY

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv7
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	—
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Lion	12	Old Chaos Shrine	D1	1667	159	Protect Stud, BRV ≥ Base Value x8
Imaginary Brawler	12	The Rift	F1	1667	159	Protect Stud, BRV ≥ Base Value x8
Fallacious Wanderer	6	Old Chaos Shrine	F3	1303	124	Cursed Ring
Capricious Reaper	6	The Rift	E5	1303	124	Cursed Ring
Imaginary Brawler	6	Old Chaos Shrine	D3	1303	124	Cursed Ring
Kuja	17	The Rift	E6	1970	188	Earring, Far from Opponent x3, Aerial

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The right purple emblem is a Stage BRV Boost, but the left one is a +1 KP emblem: make use of it if possible!

The weak Manikins here are unremarkable, but the mediums are slightly different—they're using Protect Rings instead of White Capes, so their physical defense is boosted. Again, unless their bravery is low, this may draw out the fight slightly, but shouldn't be too dangerous.

The last fight here is against Kuja. He plays an annoying keep-away game, made worse by the fact that the battle takes place in The Rift, an area where he can stay away from you fairly easily. Try running up to the top of the center structure and nailing Kuja just as he comes over the lip at the top.

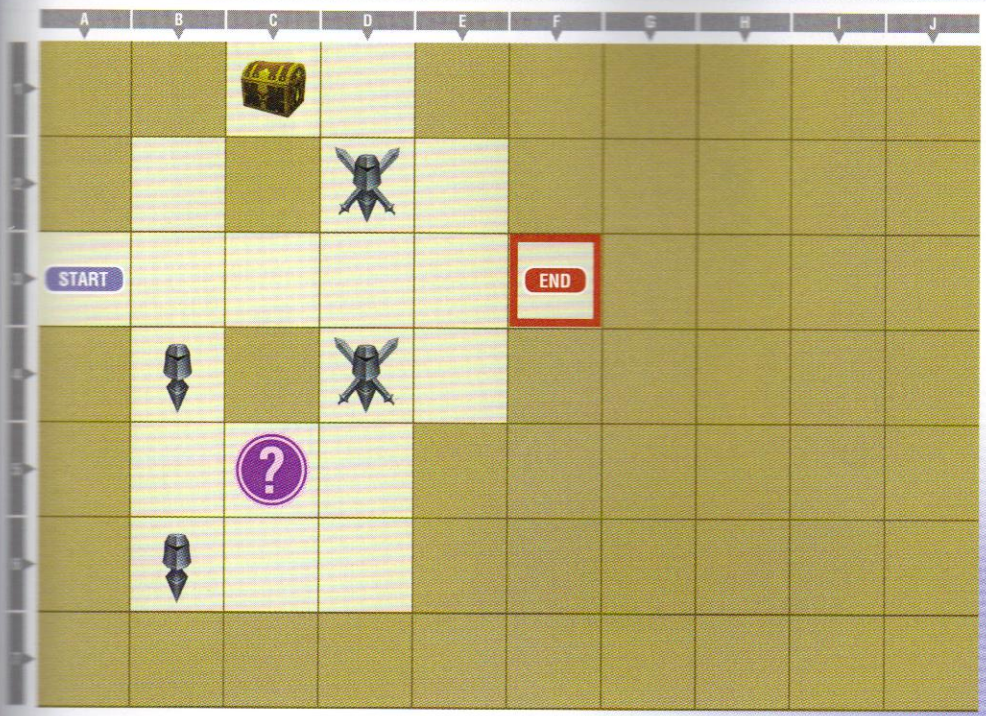
ROAMING

The Mirage Desert opens into a small area of land in the northeast of the continent. Do a quick sweep to grab the two chests, then hit the blue gate before the red one.

- Manikins: None
- Chest: Cure
- Chest: 1000 gil

THE FLOWING SPRING (BLUE)

▸MAP



THE FLOWING SPRING (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Delicious Fish Scale, C1
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
False Stalwart	12	Order's Sanctuary	D2	1667	159	Protect Stud, BRV ≥ Base Value x8
Transient Witch	12	Order's Sanctuary	D4	1667	159	White Cape, BRV ≥ Base Value x8
Villacious Wanderer	6	Pandaemonium - Top Floor	B4	1303	124	Cursed Ring
Idle Sky Pirate	6	Pandaemonium - Top Floor	B6	1303	124	Cursed Ring

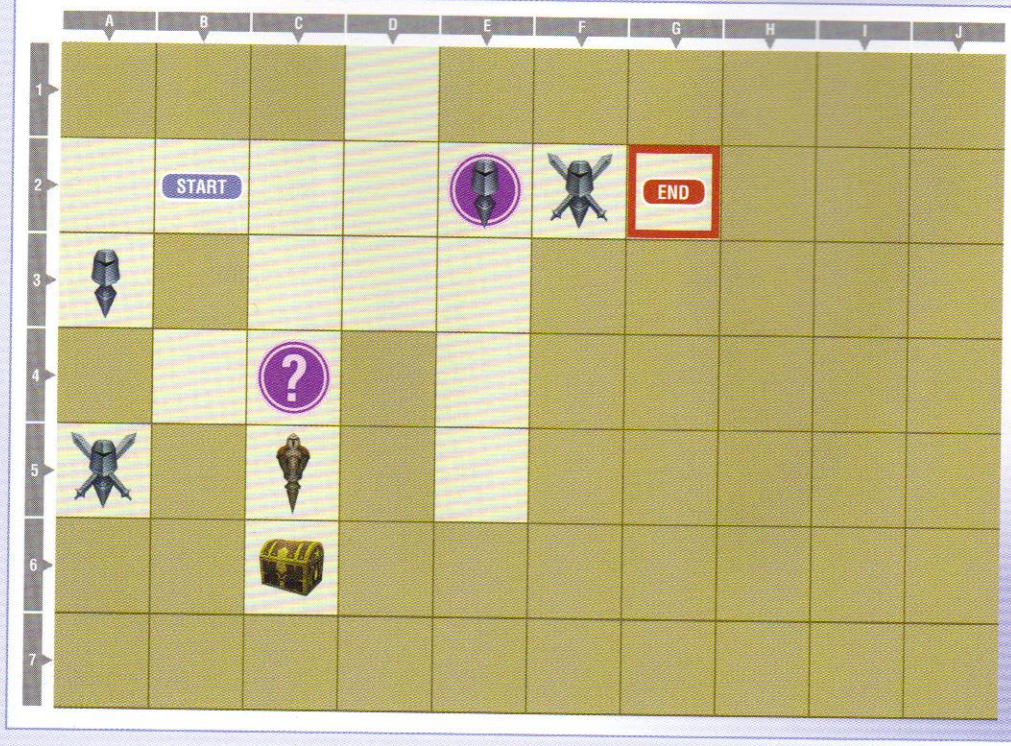
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There's a purple Stage BRV Boost emblem here, but it can't be reached immediately without using a Jump skill or defeating one of the Manikins.

Otherwise, nothing tricky about this gate at all; only four Manikins, and two of them are weak. The remaining two are using magic defense and physical defense setups.

FORGOTTEN TRAIL

▸MAP



FORGOTTEN TRAIL

KP CHANCE	Win battle within [illegible] seconds
BONUS LINE	Lv13
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Revolver, C6
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
False Hero	13	Planet's Core	E2	1727	165	Cursed Ring
Transient Lion	19	Pandaemonium - Top Floor	F2	2091	199	White Cape, BRV ≥ Base Value x8
Imitation Despot	24	World of Darkness	C5	2394	228	Hyper Ring, Guardian Bangle, HP=100% x8
Transient Witch	19	Pandaemonium - Top Floor	A5	2091	199	White Cape, BRV ≥ Base Value x8
Fleeting Flash	13	World of Darkness	A3	1727	165	Cursed Ring
Warrior of Light	20	Crystal World	G2	2151	205	Power Ring, Attacking Bravery x3, Near Opponent x4

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Two purple emblems here: a Stage BRV Boost in the center, and a +1 KP in the northeast—but you need to knock out a weak Manikin to reach it. The southwestern Manikin needs a chain to reach it.

The southern hard Manikin is very tough, but his accessory setup is easily broken, as it's a 100% HP setup. Smack him with one HP attack to deny his accessory boosts, then whittle him down to reach the treasure—a Revolver for Squall.

This final Warrior of Light battle is also fairly difficult, as he has a strong set of accessories and is otherwise tough. Try to hit him and then back off to avoid taking bravery hits boosted by his accessories.

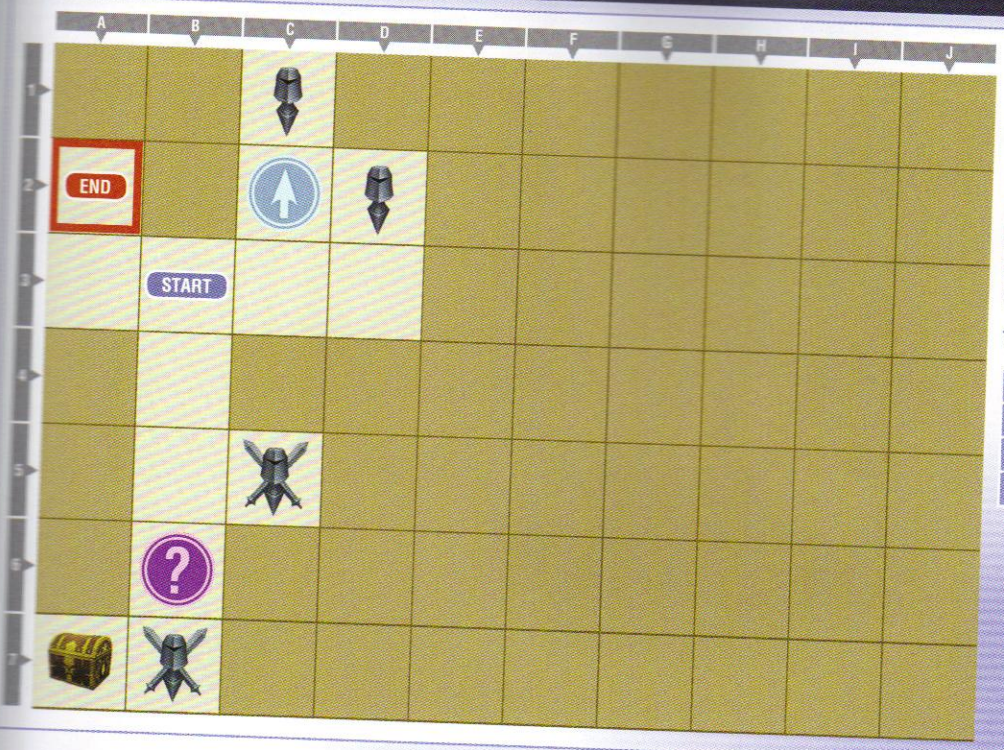
ROAMING

There's a Moogle Shop here. Be sure to restock on any chains you may need for the upcoming pair of blue and red gates.

- Manikins: 1
- Chest: Shiny Metal
- Chest: 1000 gil

NORTHERN LUFENIA GATEWAY (BLUE)

MAP



NORTHERN LUFENIA GATEWAY (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Iifa Dew, A7
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Harlequin	13	Ultimecia's Castle	C1	1727	165	Cursed Ring
Fallacious Wanderer	13	Ultimecia's Castle	D2	1727	165	Cursed Ring
Transient Witch	19	M.S. Prima Vista	C5	2091	199	White Cape, BRV ≥ Base Value x8
False Hero	19	M.S. Prima Vista	B7	2091	199	White Cape, BRV ≥ Base Value x8

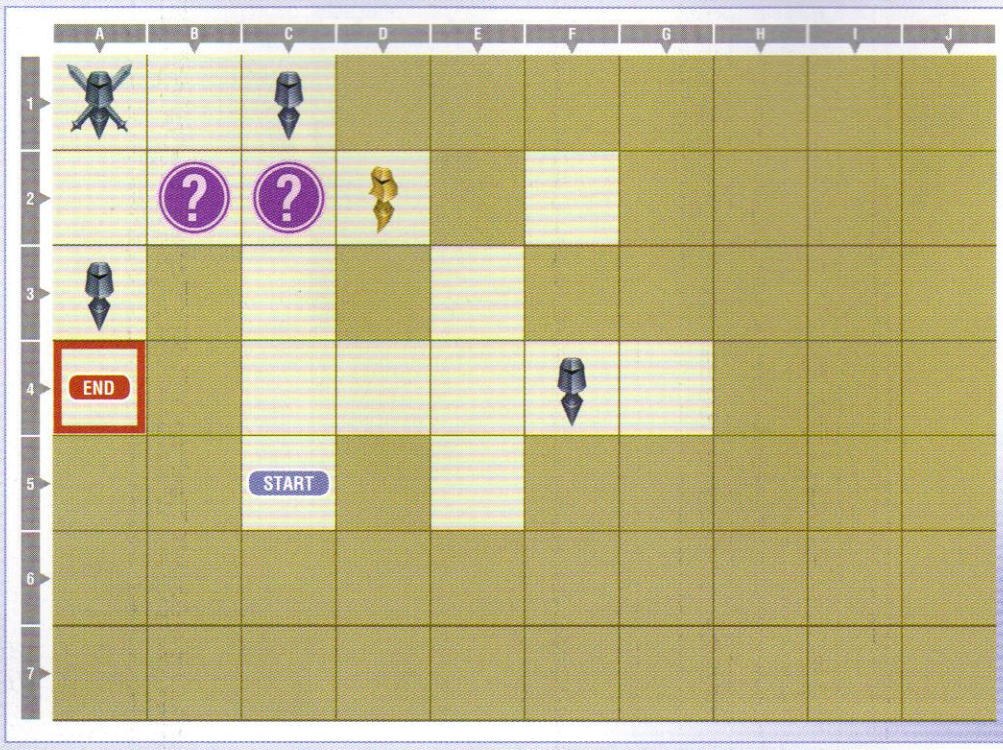
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There is a blue Booster Accessory x5 emblem in the top right, and a purple Initial BRV Boost emblem to the south.

This gate is otherwise very simple: two weak Manikins and two of the White Cape defensive, medium-strength Manikins. Feel free to level up here if you need to.

SOUTHERN LUFENIA GATEWAY

▸ MAP



SOUTHERN LUFENIA GATE

KP CHANCE	Win battle within [illegible] seconds
BONUS LINE	Lv16
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	—
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Gunner	19	M.S. Prima Vista	A1	2091	199	Protect Stud, BRV ≥ Base Value x8
Fallacious Wanderer	13	Ultimecia's Castle	C1	1727	165	Cursed Ring
Imitation Liegeman	19	M.S. Prima Vista	D2	1	1725	The Rotten, Soul of the Sovereign
Phantasmal Harlequin	13	Ultimecia's Castle	F4	1727	165	Cursed Ring
Transient Witch	13	M.S. Prima Vista	A3	1727	165	Cursed Ring
Ultimecia	22	Ultimecia's Castle	A4	2272	216	Hyper Ring, Far from Opponent x4, Aerial x2, Near Loss. [illegible]

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There are two purple emblems here: the one to the right sets initial bravery to 0, while the one to the left boosts KP by 1, which you should use if you can!

Most of the Manikins here are normal, but a single Gold 1 HP Manikin does show up, and since he's standing next to the purple Initial BRV 0 emblem, try not to engage him from there if possible.

The final battle is against Ultimecia, and she has a nasty set of accessories to support her long-ranged combat, including an Iifa Leaf that will break and allow her to survive one fatal blow—you need to land two finishing HP attacks to take her out!

Try to stay close at all times to prevent her accessories from activating, and to keep her overwhelmed. Finishing this battle completes Squall's lonely chapter.

ZIDANE TRIBAL— TRUST

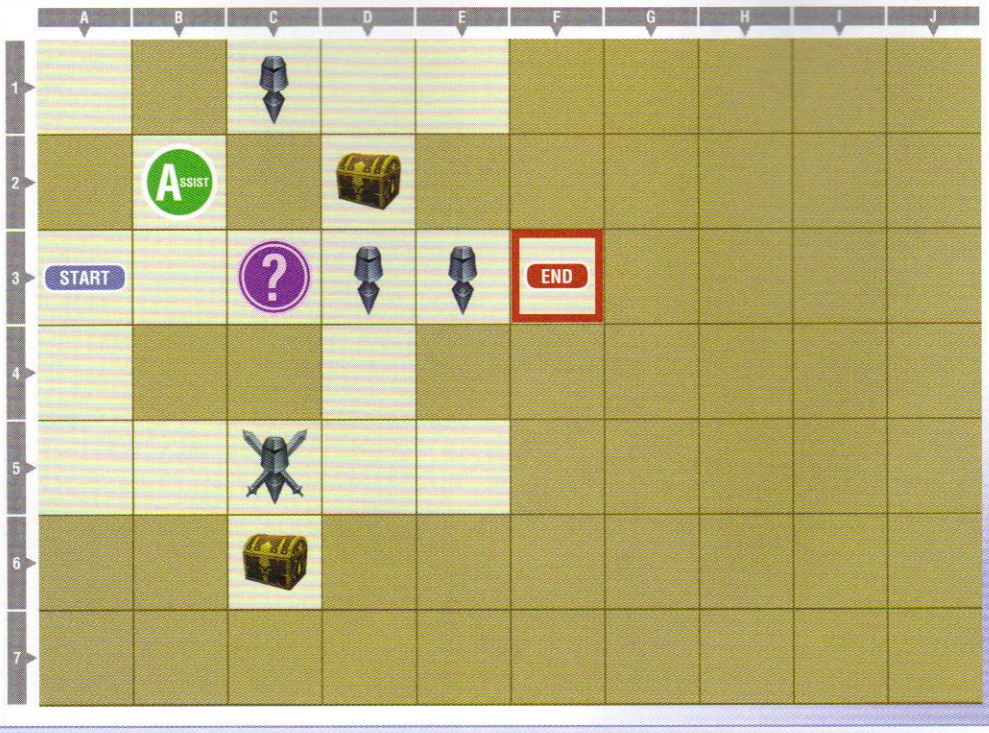
Zidane is a fast and agile warrior, though not to the extremes of the Onion Knight, he balances his mobility with a wide range of HP attacks.

Zidane has an immense number of aerial attacks, making him a serious threat in the air. Focus your basic ability configuration around boosting his aerial movement skills to make the most of his acrobatic talents.

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstone
Armaments
Accessories
Secrets

GATEWAY TO A MICRO DESERT

▸ MAP



GATEWAY TO A MICRO DESERT

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv2
RULES	Enabled
SKILLS	Enabled
ASSISTS	Bartz

TREASURE

A	1500 gil, D2
B	Destruction Resin, C6
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Capricious Reaper	6	Lunar Subterrane	C1	1303	124	Cursed Ring x2
Idle Sky Pirate	6	Pandaemonium	D3	1303	124	Cursed Ring x2
Capricious Thief	6	Pandaemonium	E3	1303	124	Cursed Ring x2
Fallacious Wanderer	12	Lunar Subterrane	C5	1667	159	Hyper Ring, BRV ≥ Base Value x9

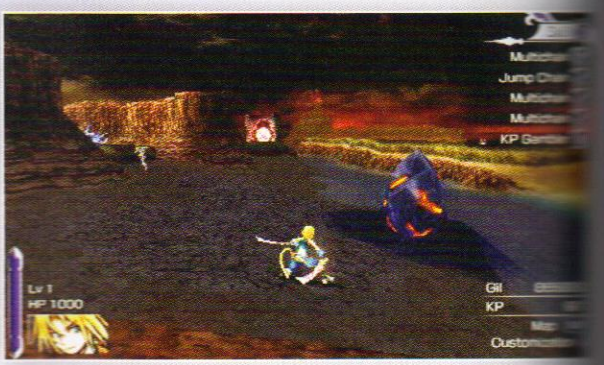
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There's a single purple +1 KP emblem smack in the middle of the board. Use it to chain if possible.

Three of the Manikins here are simply beginner trainers to let you get used to Zidane's basic attacks. The fourth one in the south is the sample for Zidane's "standard" Manikin opponent.

The setup it's running is a damage boost and a stacked 9 bravery greater than or equal to base value. In practice this means that most of the time you are fighting medium-strength Manikins in Zidane's chapter. They will be receiving a significant damage boost, unless you can manage to consistently land bravery attacks quickly.

ROAMING



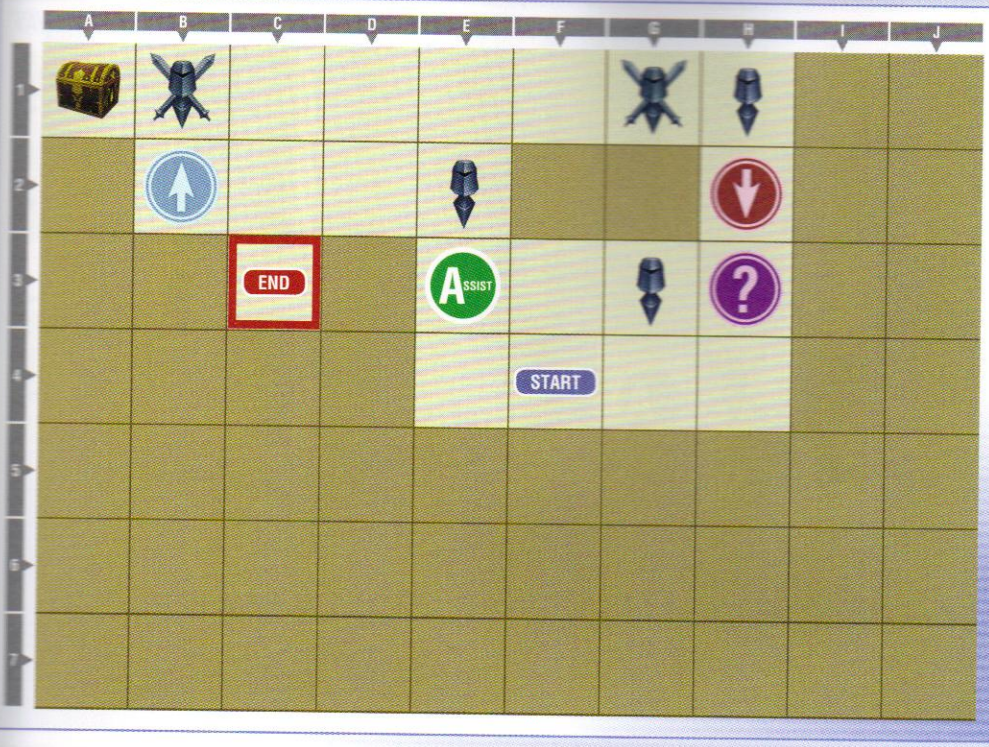
Be sure to do a 180 and head east. There's a Manikin tucked away around the mountains, guarding a chest on the shore.

Once you've hit the light bridges in the area and gathered up the chests, visit the next red gate.

- Manikins: 2
- Chest: EX Charge
- Chest: Pink Tail
- Chest: Rosetta Stone
- Chest: KP Gambler

GATEWAY OF TRIALS

MAP



GATEWAY OF TRIALS

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv3
RULES	Enabled
SKILLS	Enabled
ASSISTS	Bartz

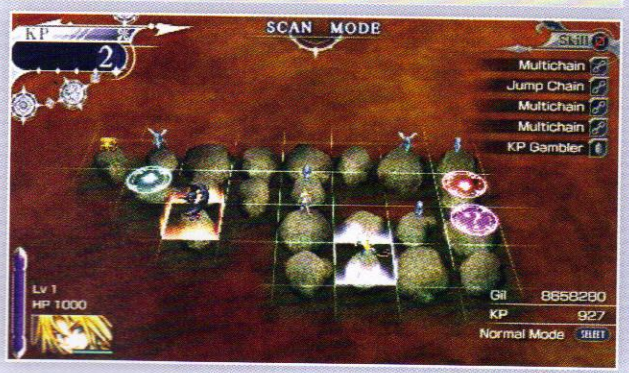
TREASURE

A	2000 gil, A1
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Capricious Reaper	12	Order's Sanctuary	B1	1667	159	Hyper Ring, BRV ≥ Base Value x9
Fallacious Wanderer	12	Pandaemonium - Top Floor	G1	1667	159	Hyper Ring, BRV ≥ Base Value x9
Capricious Thief	6	Pandaemonium - Top Floor	H1	1303	124	Cursed Ring x2
Delusory Knight	6	Order's Sanctuary	E2	1303	124	Cursed Ring x2
Fallacious Wanderer	6	Order's Sanctuary	G3	1303	124	Cursed Ring x2
Kefka	12	Kefka's Tower	C3	1667	159	Cursed Ring

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*



There are three emblems here, including the new (and unfriendly) red emblem. The purple one is an Initial BRV Boost, but the red one sets your bravery to 0. The blue Physical Critical Rate Up emblem in the far northwest isn't especially useful, given its position.

Of the five Manikins, three are weak, and the other two are running the bravery-boosted build. Get used to going for an early bravery attack to nullify their accessory bonus, and then finish them off.

There's a surprise fight against Kefka here at the Stigma, but he's not especially difficult, packing only a Cursed Ring.

ROAMING

Don't miss this Moogle Shop. Stock up on Rosetta Stones to equip Zidane with this accessory loadout, then gather up the Powers of the Dead in the area and hit the next gate.

- Manikins: None
- Chest: 1000 gil

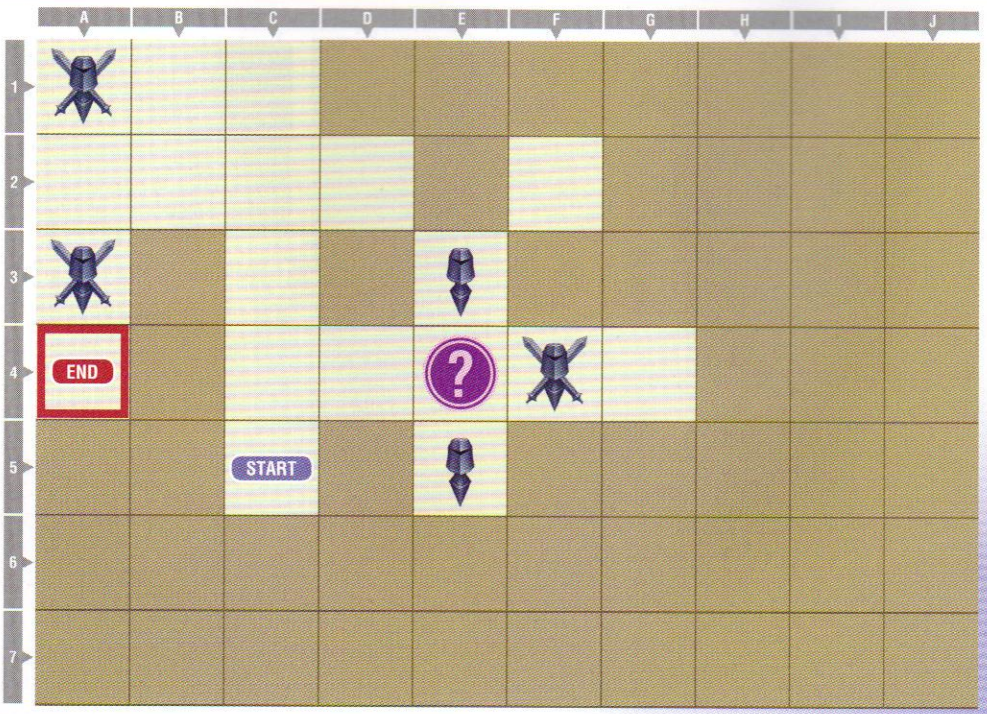
RED EMBLEMS

There are three colors of emblems: blue, purple, and red. Blue give boosts to you only, purple boost you and the Manikins you are battling (or they have other effects), while red deliver outright penalties for you only.

Obviously, you want to use blue emblems when possible and avoid red, but purple are more up to your personal preference, depending on what sort of chain you are going for, how high a level you are, and how high you have the game difficulty set.

SOUTHERN LUFENIA GATEWAY

MAP



SOUTHERN LUFENIA GATEWAY

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv7
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	—
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fallacious Wanderer	14	Old Chaos Shrine	A1	1788	170	Hyper Ring, BRV ≥ Base Value x9
Imitation Despot	9	Pandaemonium	E3	1485	141	Cursed Ring x2
Capricious Reaper	14	Pandaemonium - Top Floor	F4	1788	170	Hyper Ring, BRV ≥ Base Value x9
Capricious Thief	9	Ultimecia's Castle	E5	1485	141	Cursed Ring x2
Transient Lion	14	Pandaemonium - Top Floor	A3	1788	170	Hyper Ring, BRV ≥ Base Value x9
Garland	17	Ultimecia's Castle	A4	1970	188	Guard Ring, Near Opponent x6

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There is a single purple KP +1 emblem here. Use it if possible!

Several of these medium-strength Manikins are packing the Chocobo summon, which reshuffles your bravery value randomly. Not a serious threat, but it can throw off your early game, so be aware of it.

The final fight with Garland isn't too difficult. His accessory boost is almost useless (a slight wall rush defense increase), so dive in without reservation.

ROAMING

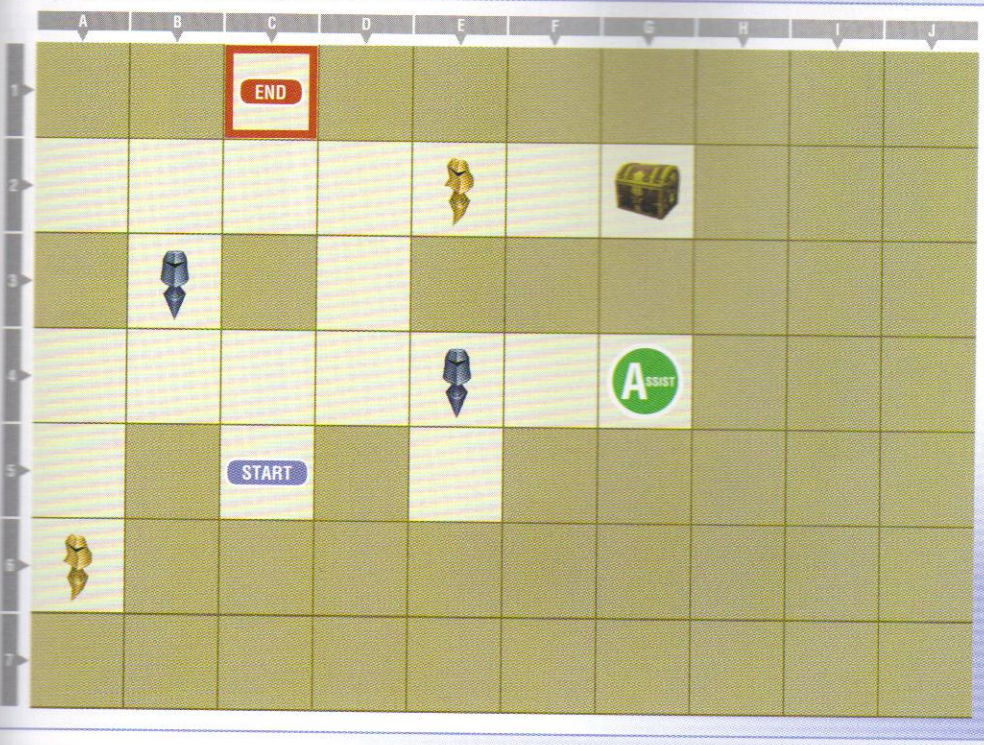
The gate to the south takes you to the Elven Snowfields and the site of the next blue and red gates. Before you make that trip, gather up the light orbs and the bundle of chests in the northeast.

There's a conveniently located Moogle Shop beside the blue gate if you need to pick up any chains.

- Manikins: 2
- Chest: Cure
- Chest: KP Switch
- Chest: BRV Charge
- Chest: Triton's Dagger
- Chest: Moogle Fur

RYUKAHN GATEWAY (BLUE)

MAP



RYUKAHN GATEWAY (BLUE)

KP CHANCE	BRV Break within 60 sec
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	Squall

TREASURE

A	Chocobo Powder, G2
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Knight	9	Kefka's Tower	B3	1485	141	Cursed Ring
Fleeting Flash	14	Pandaemonium	E2	1	1377	The Rotten, Soul of the Sovereign
Capricious Thief	9	Ultimecia's Castle	E4	1485	141	Cursed Ring
Counterfeit Youth	14	Old Chaos Shrine	A6	1	1455	The Rotten, Soul of the Sovereign

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

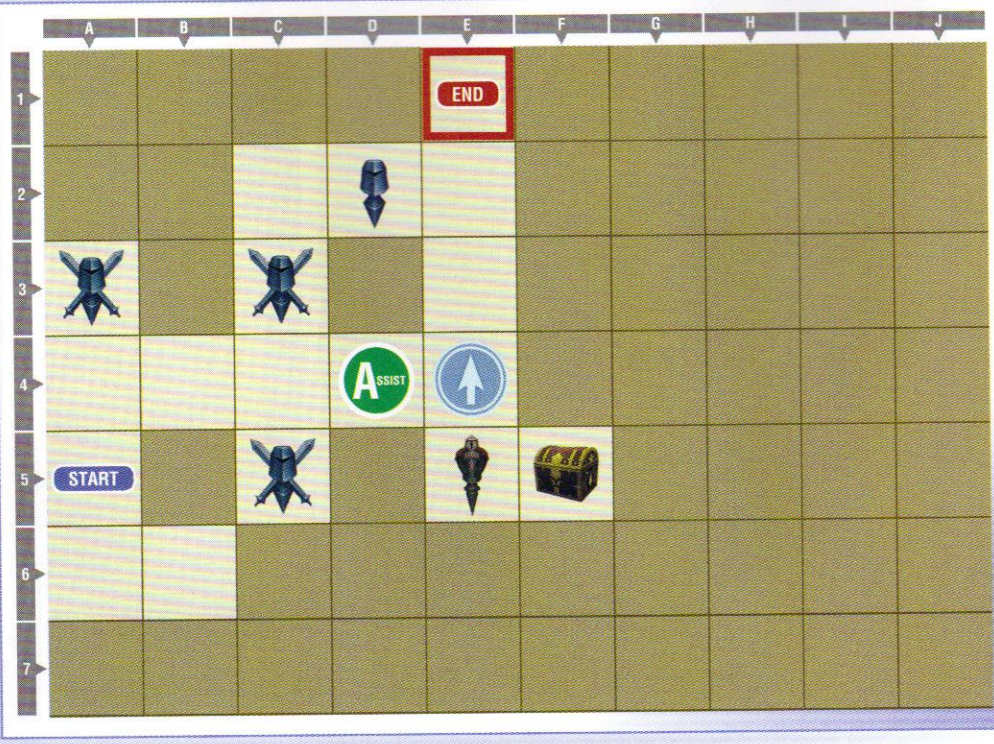
No emblems here, but you can Multichain from one space up and chain all four Manikins.

Two of the Manikins are 1 HP Golds, the others are weak; so this is a good gate to farm for KP, particularly with the Moogle Shop right outside.

Both Gold Manikins are using summons, one to drain your bravery, the other to boost its own, but given the whole 1 HP deal, the fight is likely to be over before either summon becomes a factor.

GATEWAY OF THE GREAT WILL

▸ MAP



GATEWAY OF THE GREAT WILL

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv12
RULES	Enabled
SKILLS	Enabled
ASSISTS	Squall

TREASURE

A	Black Flan Membrane, ₱5
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Gunner	14	Empyreal Paradox	A3	1788	170	Hyper Ring, BRV ≥ Base Value x9
Capricious Reaper	14	World of Darkness	C3	1788	170	Hyper Ring, BRV ≥ Base Value x9
Fallacious Tree	9	Dream's End	D2	1485	141	Cursed Ring
Transient Witch	24	World of Darkness	E5	2394	228	Hyper Ring x2, Near Loss x6, Near Death x2
Imaginary Brawler	14	Empyreal Paradox	C5	1788	170	Hyper Ring, BRV ≥ Base Value x9

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There's a lone blue emblem here: a Booster Accessory x5. It's not in a great position to chain the board, but it is very helpful for tackling the hard Manikin here, your first real challenge.

This tough Manikin is a Near Loss/Near Death type, so try to whittle down its HP until you go for a single finishing strike, to avoid giving it the boost as long as possible.

ROAMING

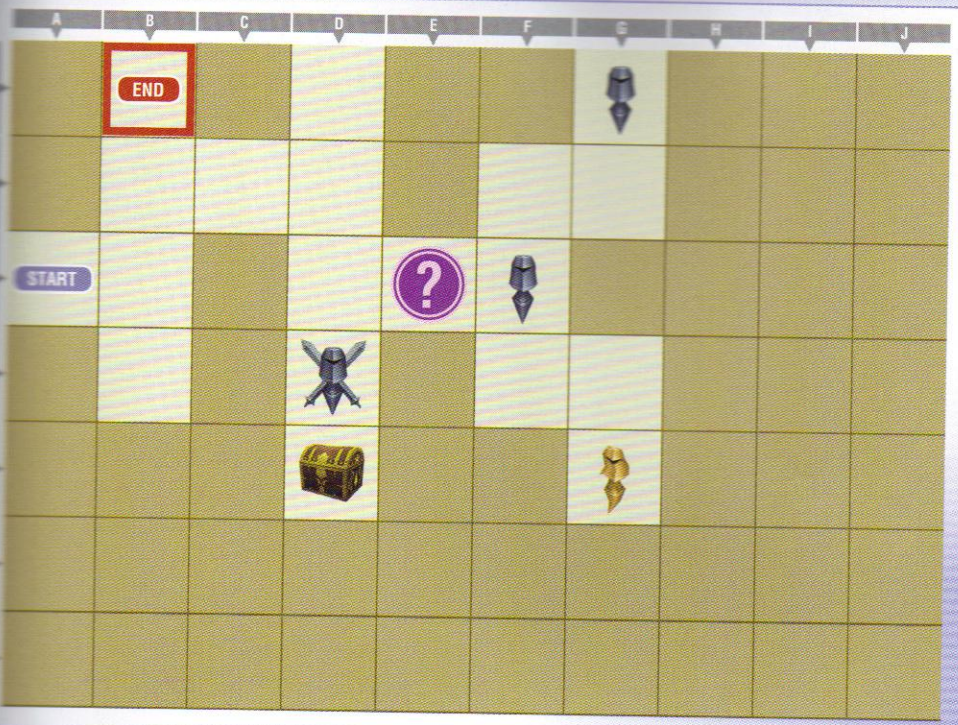
Finishing the last gate teleports you to the northwestern continent, near Chaos's stronghold. This area of the world is shattered, and red light bridges connect pieces of the continent.

When you reach the blue gate, travel past the pair of Manikins near it to find a last chest tucked away, then return to tackle the blue and red gates.

- Manikins: 2
- Chest: Cure
- Chest: EX Charge
- Chest: 3000 gil

GATEWAY OF SULLEN EYES (BLUE)

MAP



GATEWAY OF SULLEN EYES (BLUE)

KP CHANCE	BRV Break within 60 sec
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Gold, D5
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ephemeral Summoner	14	World of Darkness	G1	1788	170	Cursed Ring
Capricious Reaper	14	Dream's End	F3	1788	170	Cursed Ring
Counterfeit Youth	18	Order's Sanctuary	G5	1	1860	The Rotten, Soul of the Sovereign
Delusory Knight	18	Empyreal Paradox	D4	2030	193	Hyper Ring, BRV ≥ Base Value x9

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

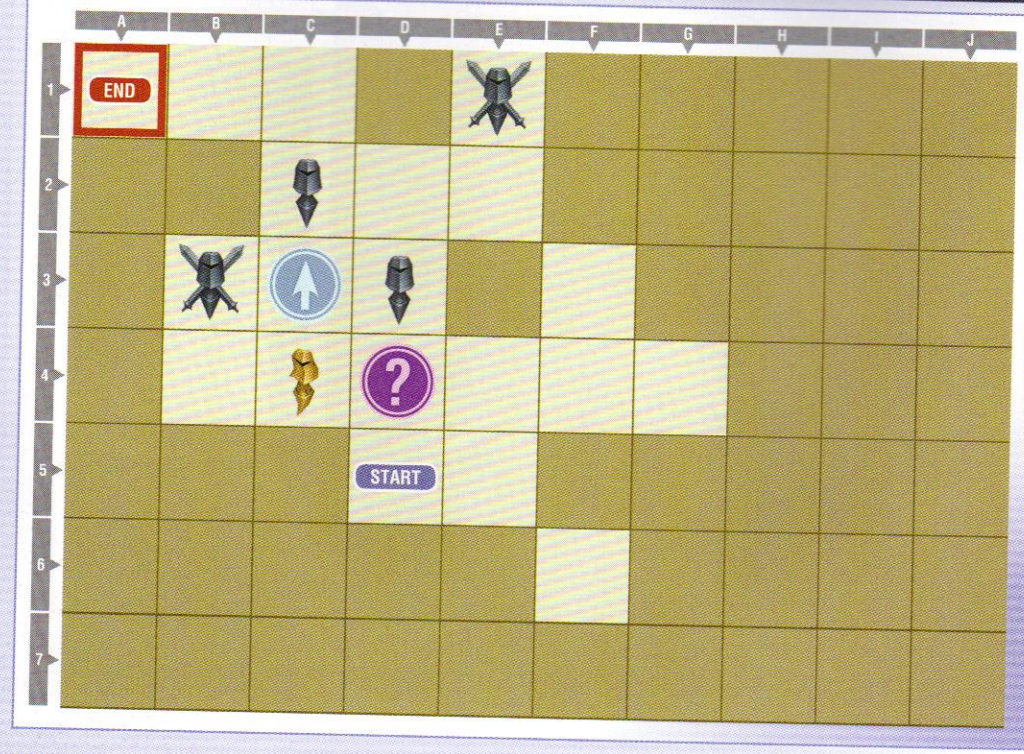
The purple stage bravery-boosting emblem here is in the right position if you want to Multi-chain the board, as long as you're comfortable dealing with the increased risk.

Other than the 1 HP Gold Manikin, and the lone medium-strength, bravery-powered Manikin, there's nothing too difficult here. Easy KP and a chest to loot. The 1 HP Gold Manikin will launch Lich, draining your bravery to 0 after a short time, but since you only need to do a single HP hit to win, this isn't much of a threat.

Take the Gold from the chest and you may be able to complete a set of Gold equipment, depending on what you have gathered so far.

INHERITED MEMORIES

MAP



INHERITED MEMORIES

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv16
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	—
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Capricious Reaper	14	Empyreal Paradox	C2	1788	170	Cursed Ring
Counterfeit Wraith	18	Empyreal Paradox	E1	2030	193	Hyper Ring, BRV ≥ Base Value x9
Delusory Knight	14	Crystal World	D3	1788	170	Cursed Ring
Fleeting Flash	18	Crystal World	C4	1	1773	The Rotten, Soul of the Sovereign
Fallacious Tree	18	Empyreal Paradox	B3	2030	193	Hyper Ring, BRV ≥ Base Value x9
Kuja	22	Crystal World	A1	2272	216	Earring x2, Attractorb, Far from Opponent x5, Aerial

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Two emblems here: a purple Initial BRV Boost and a blue Booster Accessory x5, but the blue emblem requires some fighting to reach.

The Manikins here are the usual mix of weak and medium-strength, bravery-boosted Manikins, along with a single 1 HP Gold challenger.

The final fight with Kuja, however, is a bit nastier. Depending on your level, you may wish to burn a battle-enhancing skill, or a 100% Break accessory. Kuja prefers to keep his distance and hammer you with long-range magic. Try to get in to nullify this behavior and take him down.

BARTZ KLAUSER— A TREASURE HUNT

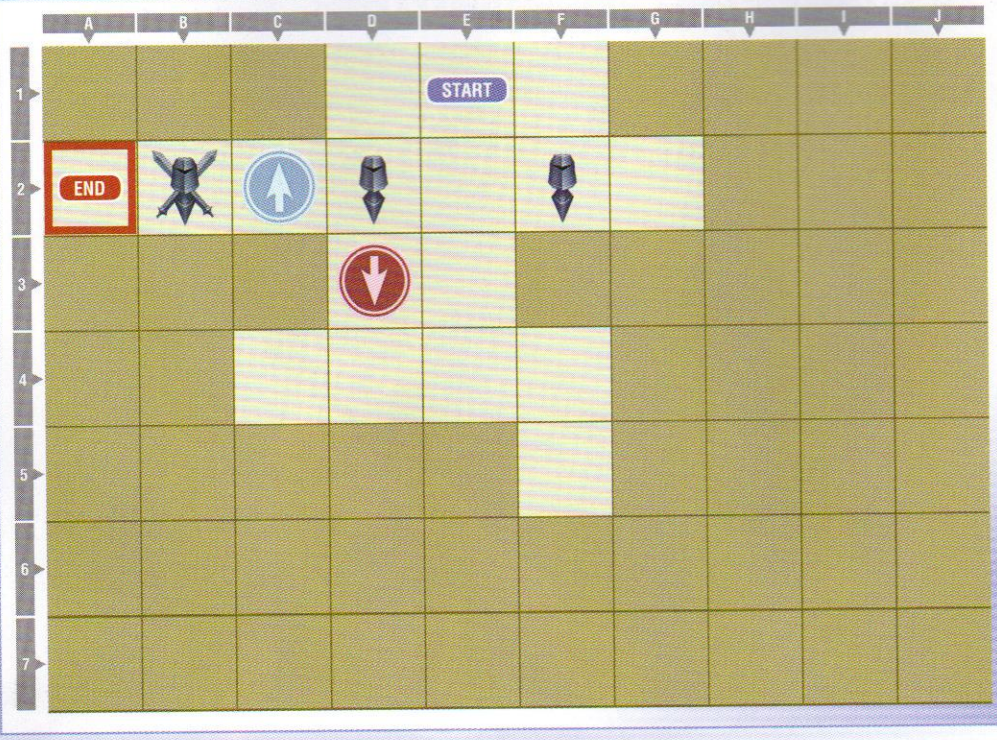
Bartz is a very unusual fighter; he mimicks the fighting styles of all other warriors. As a result, he has a wide range of offensive moves, and you should experiment with all of them to determine what mix you prefer to use.

Don't forget about his Goblin Punch special attack, which is only accessible while in EX Mode—should you land it against an equal level opponent, you gain a large damage boost. This is especially useful once you hit max level and are often fighting other level 100 Manikins.

Characters
Game Basics
Story Mode
Scenario 01
Scenario 01
Scenario 00
The Labyrint
PP Catalog
Summonsto
Armaments
Accessories
Secrets

GATEWAY OF INFERNOS

MAP



GATEWAY OF INFERNOS

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv2
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	—
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ephemeral Summoner	13	Kefka's Tower	B2	1727	165	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Fleeting Flash	7	Orphan's Cradle	D2	1364	130	Cursed Ring
Fallacious Wanderer	7	Kefka's Tower	F2	1364	130	Cursed Ring

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Two emblems here: a blue Physical Critical Rate Up and a red Physical Damage 0. Obviously, avoid the red. Unless you have a Jump skill handy, you can't reach the blue emblem without facing one weak Manikin with the red emblem active, or forcing a two-Manikin chain.

You can also simply use a Straight Chain to fight all three Manikins without worrying about the emblems. Given that they're all relatively weak, this is a safe course of action.

Use this first gate to experiment with Bartz's combat style.

The "standard" Manikin for Bartz is an unusual one—the accessory mix it uses converts EX Force into bravery. The boost accessory is a x7 set of Near Loss boosters, so as a result, when this type of Manikin is in danger, it gains a slightly boosted ability to increase its bravery. However, by that point in the fight, you are capable of finishing them off, so this isn't the most threatening combination of accessories.

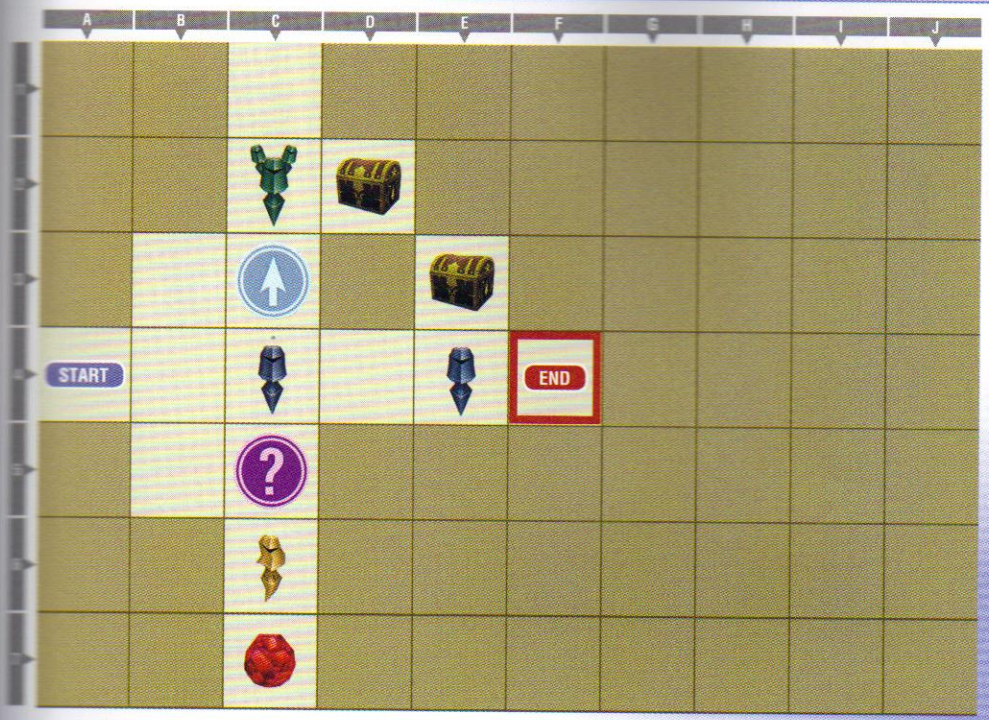
ROAMING

There's very little to explore here. Soak in the lava-drenched landscape, grab the lone chest, then hit the gate.

- Manikins: None
- Chest: Rafflesia Vine

CONFINEMENT AND FLIGHT

MAP



CONFINEMENT AND FLIGHT

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv7
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	1992 gil, D2
B	Blue Drop, E3
C	Phoenix AUTO, C7
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Champion	13	Crystal Tower	C2	1727	165	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Fallacious Tree	13	Dream's End	C2	1727	165	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Imaginary Brawler	7	Kefka's Tower	C4	1364	130	Cursed Ring
Fallacious Tree	7	Dream's End	E4	1364	130	Cursed Ring
Delusory Knight	13	Orphan's Cradle	C6	53	1344	The Derelict, Arcane Resin, Soul of the Sovereign, Iifa Leaf

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

Two emblems here: a blue Physical Critical Rate Up and a purple Initial BRV 0. Both can be used to good effect against the Manikins. Choose your preferred emblem and use a chain.

SOLO PARTY BATTLES

The difficulty of the chapters has very slowly ramped up, and this is one of the places where it shows itself—you have to face a few small party battles against Manikins in this chapter. They aren't excessive though, so don't panic!

In addition to the party battle against two Manikins in the north, the Gold Manikin here has a particularly tricky accessory setup. First, it begins with a full EX Gauge; next, it has an Iifa Leaf, so it can survive one fatal hit; and finally, it is equipped with the Mandragora Summonstone, boosting its bravery over time. It is still a quick battle, one way or another. Just be aware that you need to land two HP attacks to defeat this Manikin. Don't miss the Phoenix AUTO Summonstone to the south!

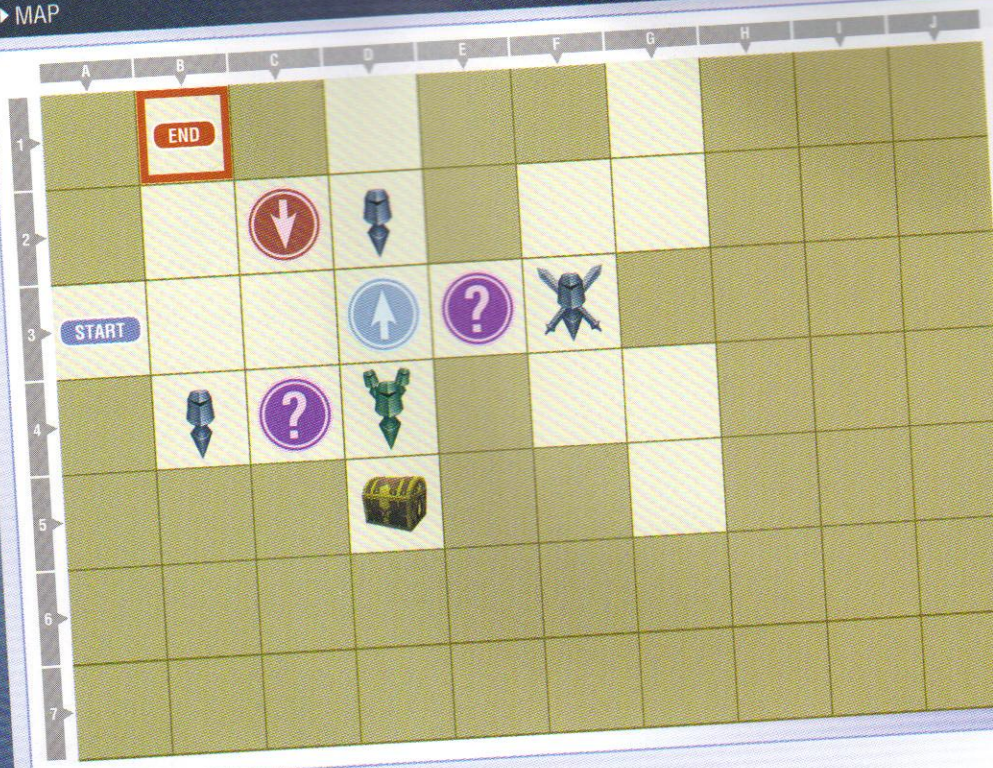
ROAMING

There's a single fairly tough Manikin guarding the Rosetta Stone chest just east of the blue gate here, though it's still packing triple Cursed Rings, as most roaming Manikins are. Gather up the goodies, then hit the blue gate before the red one ahead.

- Manikins: 1
- Chest: EX Charge
- Chest: Rosetta Stone
- Chest: Blind

GATEWAY OF SULLEN EYES (BLUE)

▸ MAP



GATEWAY OF SULLEN EYES (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Gold, D5
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fallacious Tree	7	Planet's Core	D2	1364	130	Cursed Ring
Phantasmal Girl	13	Crystal Tower	F3	1727	165	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Imaginary Soldier	13	Pandaemonium	D4	53	1323	The Derelict, Arcane Resin, Soul of the Sovereign, Ifa Leaf
Imitation Liegeman	13	Crystal Tower	D4	64	1245	The Derelict, Arcane Resin, Soul of the Sovereign, Ifa Leaf
Delusory Knight	13	Lunar Subterrane	D4	53	1245	The Derelict, Arcane Resin, Soul of the Sovereign, Ifa Leaf
Delusory Warlock	7	Pandaemonium	B4	1364	130	Cursed Ring

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

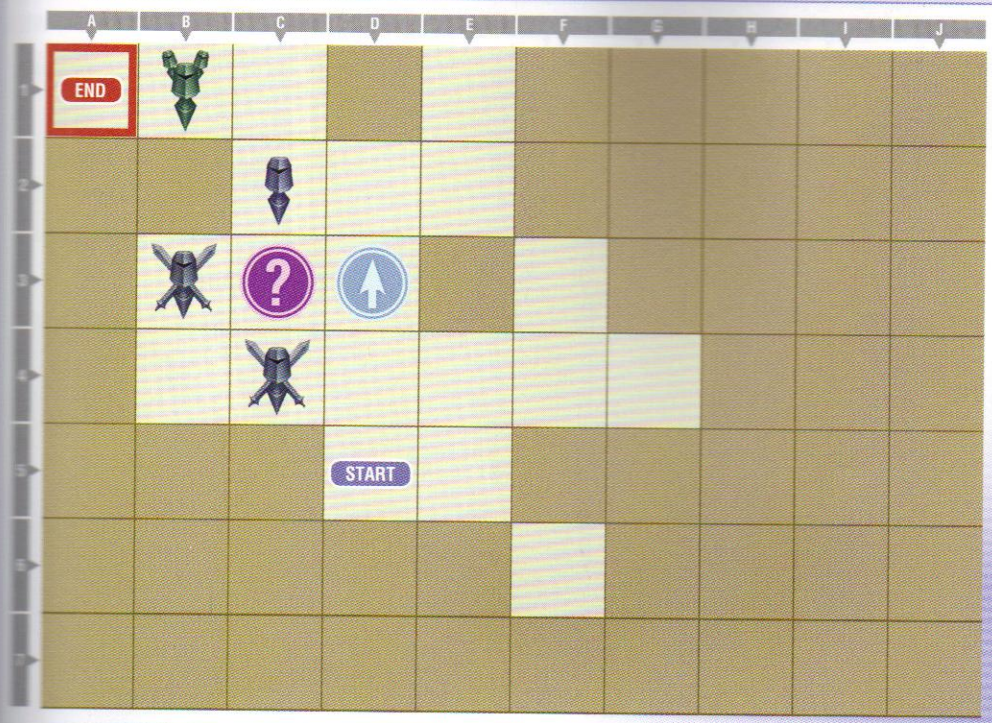
Several emblems here: both purples set initial bravery to 0, the blue is a Physical Critical Rate Up boost, and the red is an Initial BRV 0.

The blue is in an easy position to chain from, so no reason not to use it, unless you want Initial BRV 0 for an easy Break.

There's another party fight here, this one against three Manikins in a row, so be ready for a lengthy battle when you engage. Moreover, all three are using the same tough 1 HP build (well, 53 HP actually) as the Gold Manikin in the previous gate. Plus, all three Manikins use the Mandragora summon to increase the rate of their bravery recovery. The fights are quick, but there's a lot of potential to incur some heavy damage. If you have a Cure around, it can help to recover after the battle.

INHERITED MEMORIES

MAP



INHERITED MEMORIES

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv9
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	—
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Capricious Reaper	12	Lunar Subterrane	B1	1667	159	Cursed Ring
Fallacious Tree	17	Sky Fortress Bahamut	B1	1970	188	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Capricious Thief	12	Pandaemonium - Top Floor	C2	1667	159	Cursed Ring
Fallacious Wanderer	17	Pandaemonium - Top Floor	B3	1970	188	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Imitation Liegeman	17	Sky Fortress Bahamut	C4	1970	188	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Golbez	20	Lunar Subterrane	A1	2151	205	Hyper Ring, HP=100% x7

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

Two emblems here: a blue Booster Accessory x5 and a purple Initial BRV Boost.

This is another party fight that's unavoidable in order to reach the last fight here, but it's not nearly as rough as the party fight in the Gateway of Sullen Eyes. It's just two medium-strength Manikins.

The last fight is against Golbez. He's equipped with seven HP=100% accessories so smack him with a single HP attack to nullify his bonuses and then take him out.

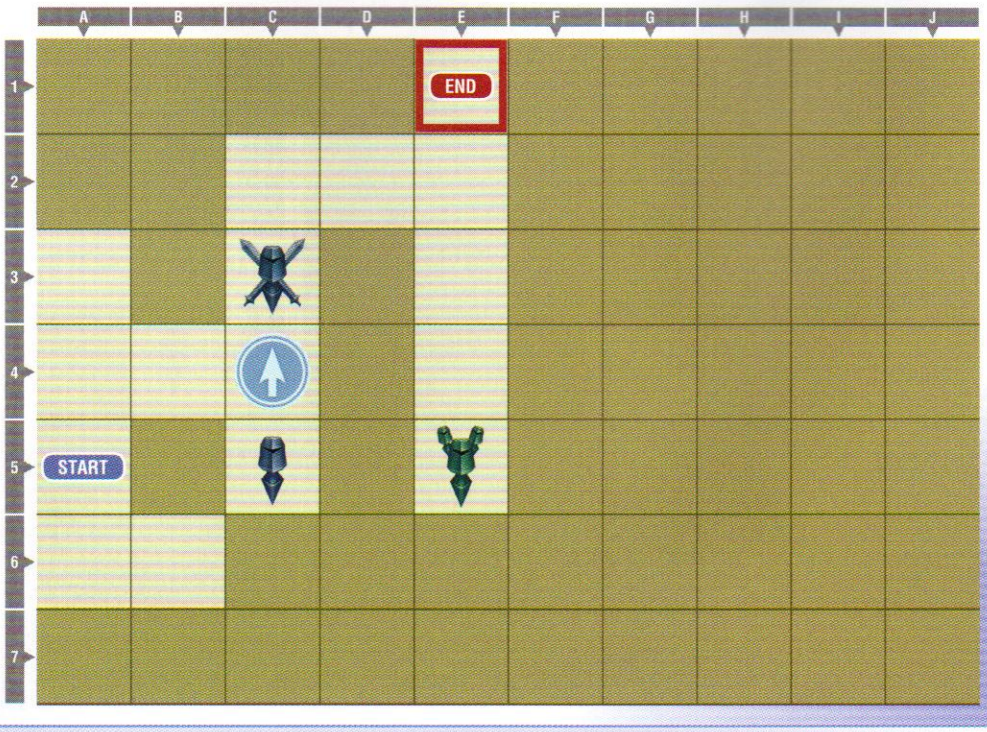
ROAMING

Get the lone chest here, then hit the Teleport Stone to teleport from the northwestern continent to Shinryu's Isle to the southeast, where the next red gate awaits.

- Manikins: None
- Chest: Maser Eye

GATEWAY OF THE GREAT WILL

▸ MAP



GATEWAY OF THE GREAT WILL

KP CHANCE	Win battle within [illegible] seconds
BONUS LINE	Lv11
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	—
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fallacious Tree	17	The Rift	C3	1970	188	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Phantasmal Girl	12	Pandaemonium - Top Floor	E5	1667	159	Cursed Ring
Imitation Liegeman	17	Orphan's Cradle	E5	1970	188	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Fallacious Wanderer	17	Pandaemonium - Top Floor	E5	1970	188	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Capricious Thief	12	Orphan's Cradle	C5	1667	159	Cursed Ring

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

A lone blue emblem here gives you a x5 accessory boost.

The party battle in the southeast is optional, but it's not an extremely difficult set of fights, with one weak and two medium-strength Manikins, so go for it if you want the extra EXP.

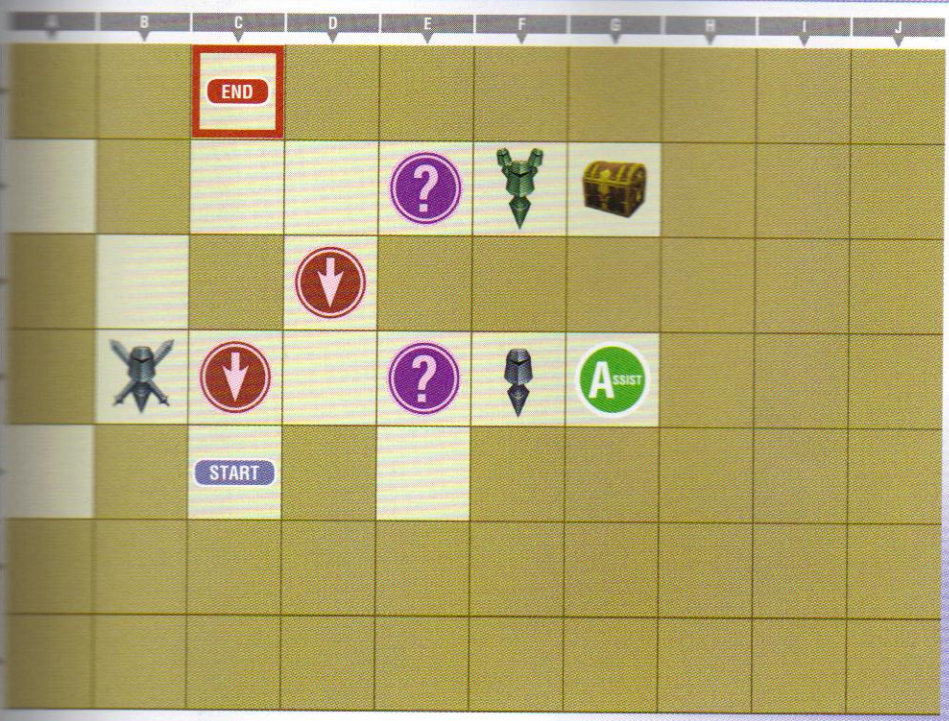
ROAMING

You finally get access to a Moogle Shop here. Pick up any needed chains if your stock is depleted, then hit the blue gate.

Note that once you're done here, you need to go back through the teleporter to the Land of Discord and reach the next red gate there.

- Manikins: None
- Chest: 3000 gil

RYUKAHN GATEWAY (BLUE)



RYUKAHN GATEWAY (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	Squall

TREASURE

A	Oerba Beads, G2
B	—
C	—
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
[illegible]	12	The Rift	F2	1667	159	Cursed Ring
[illegible]	17	Sky Fortress Bahamut	F2	1970	188	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
[illegible]	17	Crystal World	F2	1970	188	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
[illegible]	12	Ultimecia's Castle	F4	1667	159	Cursed Ring
[illegible]	17	Sky Fortress Bahamut	B4	1970	188	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7

[illegible] equipment is sometimes random, so HP and BRV values may vary from the data [illegible] section.

[illegible] items here: two reds that disable items and set bravery to 0, and a pair of [illegible]—one for an initial bravery boost, the other for a stage bravery boost.

[illegible] Squall as an Assist here. There are two single Manikins and a party of three in the [illegible] guarding the chest. The party isn't unusually difficult, so this is a decent place [illegible] if you feel the need, what with the Moogle Shop right outside! Remember, once [illegible] here, head back through the teleporter to get to the next red gate.

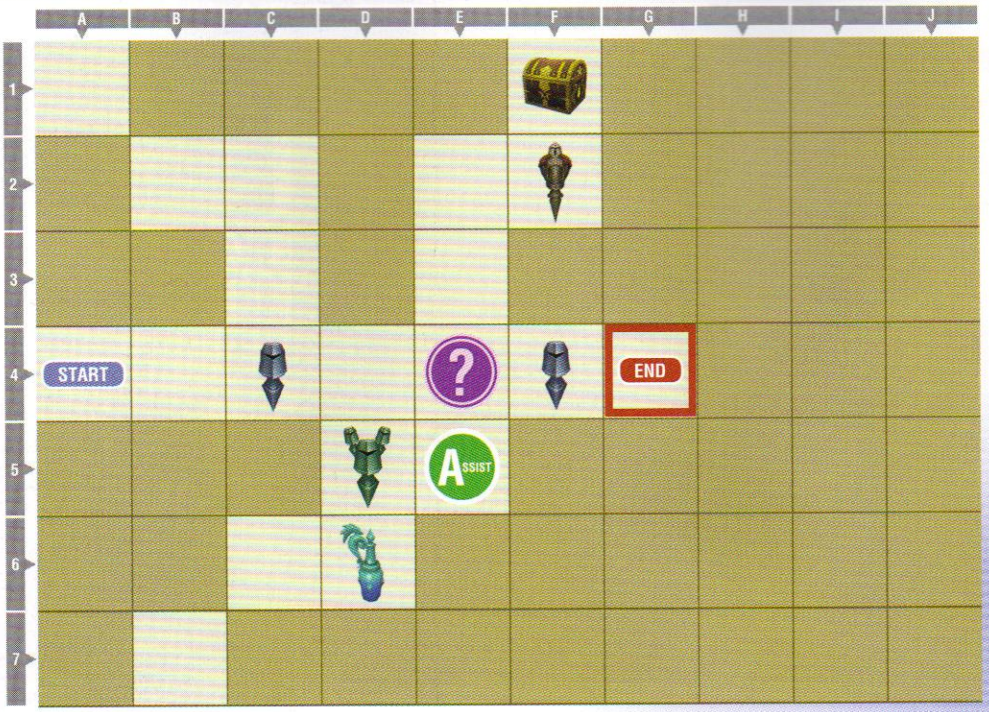
ROAMING

[illegible] single roaming Manikin here, and the usual light orbs, but otherwise no goodies. [illegible] gate!

- [illegible] Manikins: 1
- [illegible] Chest: None

GATEWAY OF ARTIFICIAL LIFE

▸ MAP



GATEWAY OF ARTIFICIAL LIFE

KP CHANCE	Win battle within 60 seconds
BONUS LINE	Lv16
RULES	Enabled
SKILLS	Enabled
ASSISTS	Squall

TREASURE

A	Mu Fur, F1
B	Potion, D6
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Champion	16	The Rift	C4	1909	182	Cursed Ring
False Stalwart	28	Crystal World	F2	1636	251	Muscle Belt x2, Near Opponent x6, After 45 Seconds
Delusory Warlock	16	Orphan's Cradle	F4	1909	182	Cursed Ring
Delusory Warlock	22	Orphan's Cradle	D5	2272	216	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
False Stalwart	22	Pandaemonium - Top Floor	D5	2272	216	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Exdeath	25	The Rift	G4	2454	234	Earring, Attractorb, Guardian Bangle, Near Opponent x7

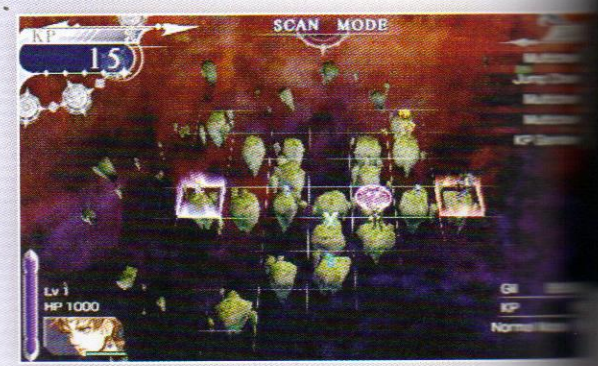
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There is a single purple emblem here, boosting initial bravery.

The tough Manikin in the northeast is just that, with a x6 set of Near Opponent boosters, and an additional 45-second trigger that is likely to go off unless you've leveled up considerably. Consider using either a skill or a 100% breakable accessory to take it down and claim the treasure it guards.

The party to the south guarding the Potion is substantially easier, so you may want to tackle it first to get more EXP and top off your HP and EX bars.

The final battle against Exdeath is a fairly tough one. He's using a set of accessories boosted with a Near Opponent set, so try to hit him and then back off to avoid a painful retaliation. If you have any trouble with the battle, as with the tough Manikin in here, just burn up one of your combat skills, or use a breakable accessory to tilt the fight in your favor.

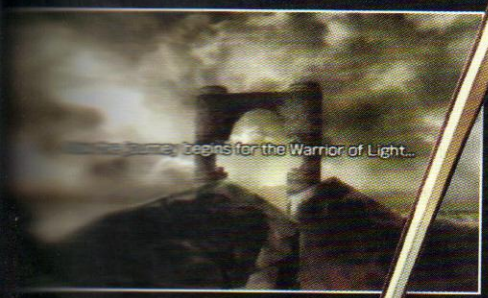


WARRIOR OF LIGHT—CHAMPIONS OF HER WILL

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

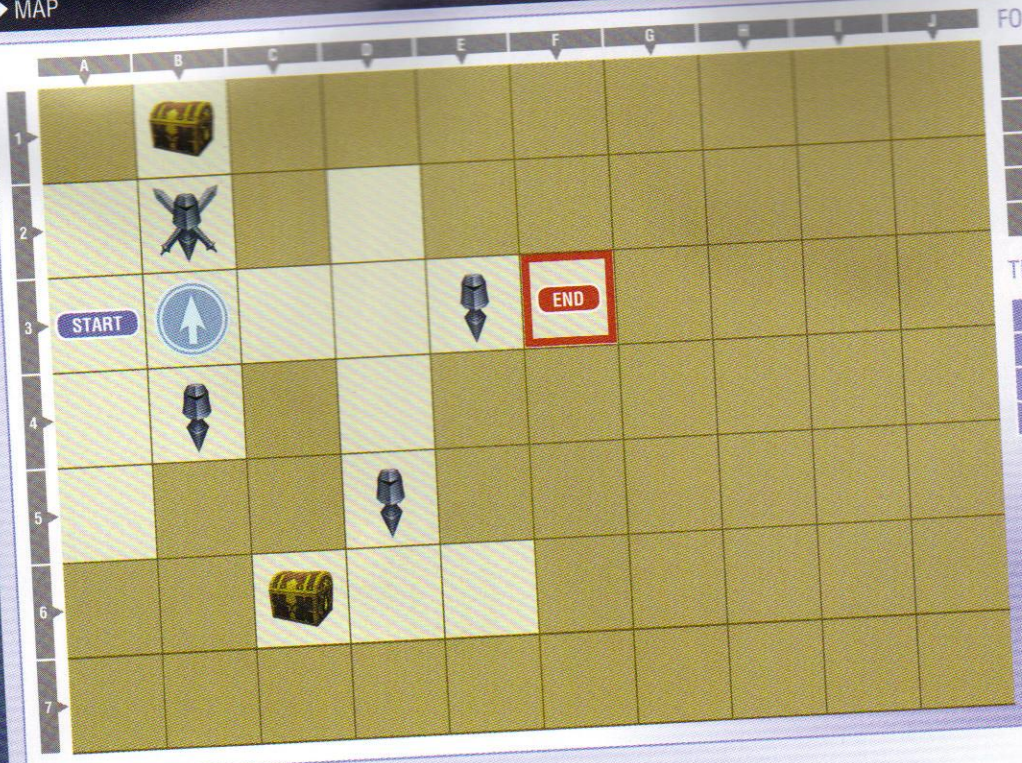
...full circle, the final chapter in Scenario 013 is ...of Light once more. This chapter com-...the story cycle, but there is yet one more series ...awaiting you in the epilogue...

...the Warrior of Light's blade and shield ...to conquer this chapter.



FORSAKEN KINGDOM

MAP



FORSAKEN KINGDOM

KP CHANCE	Win battle within 45 seconds
BONUS LINE	Lv42
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Green Drop, B1
B	Basilisk Pebble, C6
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
False Stalwart	13	Order's Sanctuary	B2	1727	165	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds x2, After 60 Seconds, After 90 Seconds
False Stalwart	7	Order's Sanctuary	E3	1364	130	Cursed Ring
Delusory Warlock	7	Order's Sanctuary	D5	1364	130	Cursed Ring
False Hero	7	Order's Sanctuary	B4	1364	130	Cursed Ring
Garland	17	Order's Sanctuary	F3	1970	188	Hyper Ring, HP=100% x4

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

This single blue emblem is a Physical Critical Rate Up booster to help get you started.

Every battle here takes place on Order's Sanctuary, and the enemy levels are just a touch higher than normal, both to reflect the increased difficulty of this chapter, and the handful of levels you have already gained with the Warrior of Light up to this point.

The normal Manikin foe for the Warrior of Light in this chapter is somewhat nasty—it gains bonuses the longer the fight lasts, starting at 15 seconds, all the way up to 90 seconds. It is to your advantage to play fast and aggressive to take them out before they gain strength.

Fortunately, fights typically don't last that long unless you are very low level, and this setup is only used by the medium-strength Manikins.

You must face Garland at the end of this intro dungeon. His accessory setup is HP=100%, so hit him with an HP attack early to negate his bonus, then finish him off.

ROAMING

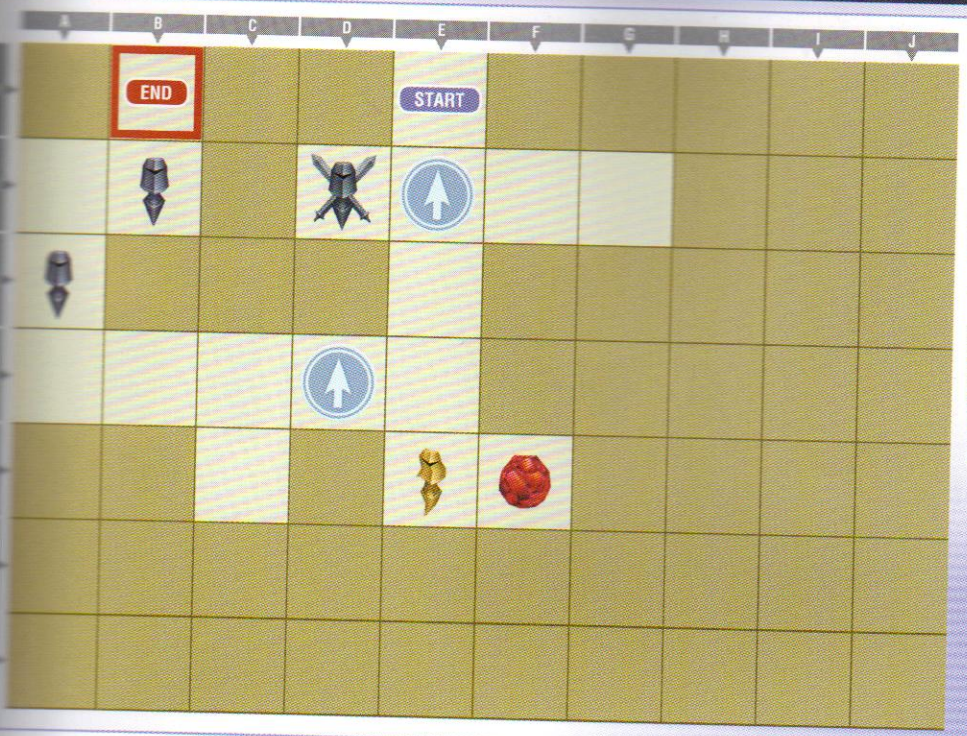
There's a Moogle Shop right off the bat, so if you need to finish filling out the Warrior of Light's accessories with Rosetta Stones, you can do so immediately.

There are two chests here, so pick them up and then hit the red gate.

- Manikins: None
- Chest: Maser Eye
- Chest: 2000 gil

GATEWAY OF THE DAMNED

MAP



GATEWAY OF THE DAMNED

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv6
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Bahamut AUTO, F5
B	—
C	—
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Rose Stalwart	7	Pandaemonium - Top Floor	B2	1364	130	Cursed Ring
Ignitious Reaper	13	Pandaemonium - Top Floor	D2	1727	165	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds x2, After 60 Seconds, After 90 Seconds
Transient Lion	13	Old Chaos Shrine	E5	1	0	The Rotten, Soul of the Craven, Guardian Bangle, HP=1 x3
Transient Witch	7	Old Chaos Shrine	A3	1364	130	Cursed Ring
Sephiroth	17	Planet's Core	B1	1970	188	Hyper Ring, Attractorb, Pearl Necklace, After 15 Seconds, After 30 Seconds, After 45 Seconds, After 60 Seconds, After 90 Seconds, Cursed Ring x2

Manikin equipment is sometimes random, so HP and BRV values may vary from the data sheet in this section.

These two blue emblems are a Physical Critical Rate Up and a Recover HP Before Battle. Both boosters are nice in case you need to recover.

The Gold Manikin here has an unusual setup—the usual 1 HP, but its bravery is also set to 0. However, it is using 3 HP=1 accessories that each have a x4 multiplier, which will increase its defense.

However, it is using Carbuncle, so your own bravery will be set to 0 immediately. Otherwise, it is a typical 1 HP encounter—the fight is guaranteed to be over quickly one way or another. Try to land an HP attack that has an initial bravery damage component to [illegible] a one-hit KO.

The last battle here is against Sephiroth, and he's using a full load of accessories. The boosters are all activated over time, from 15 seconds to 90. On the upshot, he's also wearing a pair of Cursed Rings, so his defense isn't the greatest. He's also using the Cactuar summon, which drains your bravery by 1000. Play aggressively to take him down, just like the medium-strength Manikins you have faced so far.

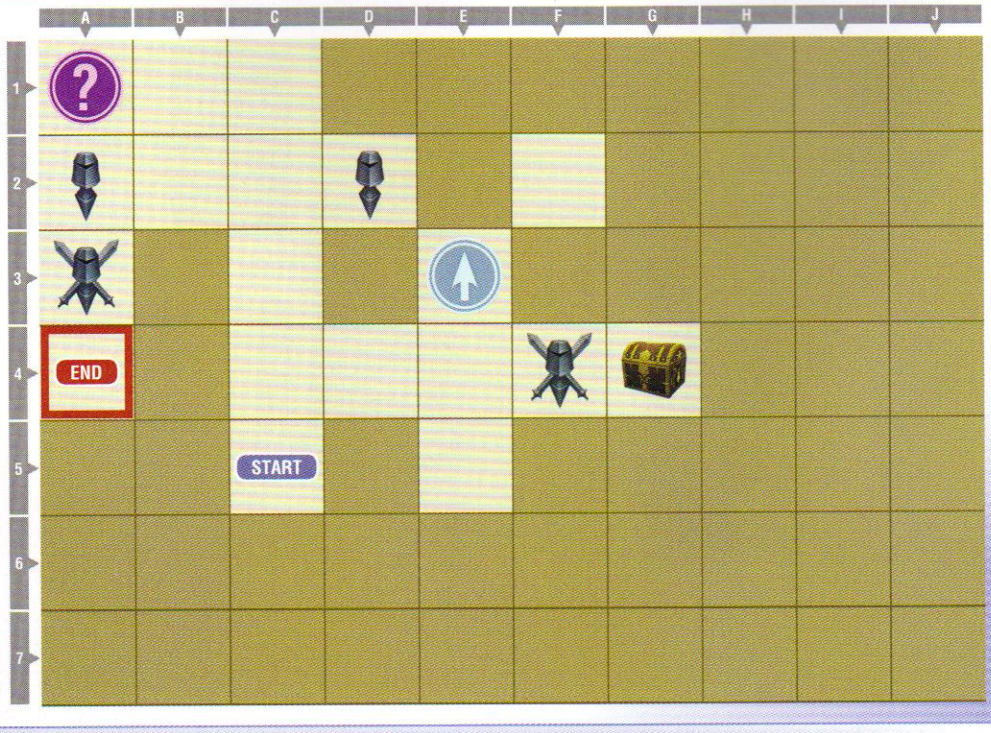
ROAMING

Not a lot to gather here. Pick up the two chests on the way to the next red gate.

- Manikins: None
- Chest: 2000 gil
- Chest: Cure

SOUTHERN LUFENIA GATEWAY

▸MAP



SOUTHERN LUFENIA GATEWAY

KP CHANCE	Win battle within [illegible] seconds
BONUS LINE	Lv9
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Gold, G4
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ephemeral Phantom	7	Ultimecia's Castle	A2	1364	130	Cursed Ring
Transient Witch	7	Dream's End	D2	1364	130	Cursed Ring
Imaginary Brawler	13	Old Chaos Shrine	F4	1727	165	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds x2, After 60 Seconds, After 90 Seconds
Delusory Dragoon	13	Dream's End	A3	1727	165	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds x2, After 60 Seconds, After 90 Seconds
Ultimecia	19	Ultimecia's Castle	A4	2091	199	Earring, Attractorb, Far from Opponent x6

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There are two emblems: a blue one that recovers HP and a purple one that sets initial bravery to 0.

Only a few standard difficulty battles here, but you must face Ultimecia at the end of the gate, and she's using an evasive Far from Opponent accessory set. She'll do her best to keep her distance from you—don't let her!

ROAMING

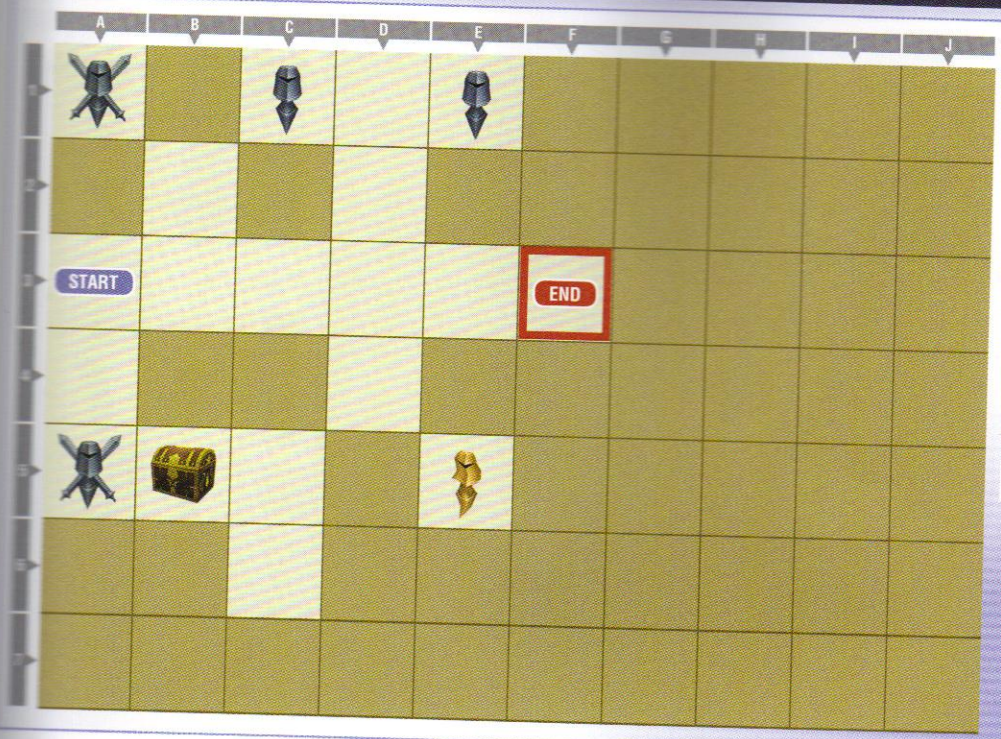
There's another Moogle Shop in this location, as well as a blue and red gate. Hit up the blue gate to gain some EXP or farm KP if you need it, then move on to the red.

There are three roaming Manikins in this section of land. You can tackle them for some extra EXP—and don't miss the two chests at the end of the light bridge, just past the Manikins.

- Manikins: 3
- Chest: 2000 gil
- Chest: Rosetta Stone
- Chest: KP Gambler
- Chest: Black Flan Membrane

GATEWAY TO A MICRO DESERT (BLUE)

MAP



GATEWAY TO A MICRO DESERT (BLUE)

KP CHANCE	BRV Break within 60 sec
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	1987 gil, B5
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
False Stalwart	13	Pandaemonium - Top Floor	A1	1727	165	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds x2, After 60 Seconds, After 90 Seconds
Fallacious Tree	7	World of Darkness	C1	1364	130	Cursed Ring
Counterfeit Wraith	7	Old Chaos Shrine	E1	1364	130	Cursed Ring
Transient Lion	13	World of Darkness	E5	1	0	The Rotten, Soul of the Craven, Guardian Bangle, HP=1 x3
Transient Gunner	13	Pandaemonium - Top Floor	A5	1727	165	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds x2, After 60 Seconds, After 90 Seconds

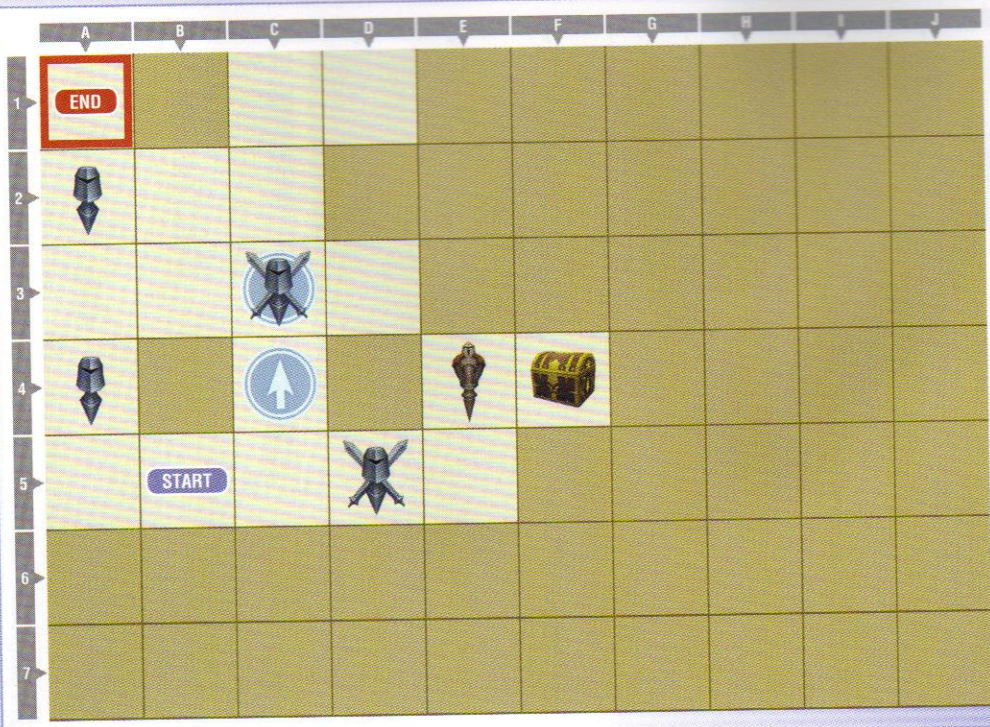
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

You can get a nice x5 chain here with a Multichain. The only nasty opponent is the Gold Manikin using the HP=1 setup and Carbuncle summon.

With a Moogle Shop right outside, feel free to stock up on KP or level up before moving on to the next red gate.

CONQUERED TRIALS GATEWAY

MAP



CONQUERED TRIALS GATE

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv13
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	Shell Armor, F4
B	—
C	—
D	—

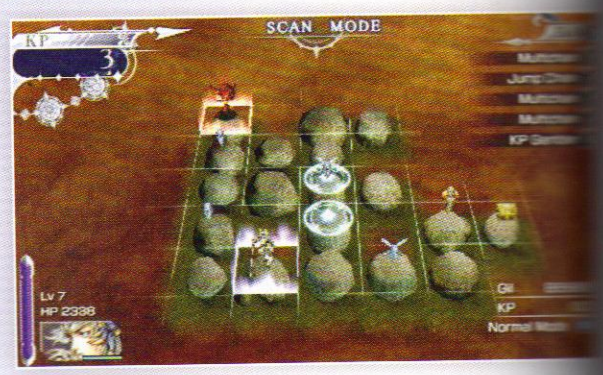
MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Harlequin	12	Lunar Subterrane	A2	1667	159	Cursed Ring
Imitation Despot	20	Ultimecia's Castle	C3	2151	205	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds x2, After 60 Seconds, After 90 Seconds
Delusory Warlock	27	Lunar Subterrane	E4	2575	245	Hyper Ring, Guardian Bangle, HP = 100% x8
Counterfeit Wraith	20	Lunar Subterrane	D5	2151	205	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds x2, After 60 Seconds, After 90 Seconds
False Stalwart	12	Ultimecia's Castle	A4	1667	159	Cursed Ring

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There are two blue emblems here: a Recover HP Before Battle booster and a Physical Critical Rate Up booster—the latter is under a medium-strength Manikin, however.

The tough Manikin in the southeast is packing massive 8 HP=100% accessories. Hit it with a single HP attack to negate its bonuses and you can face the battle on a slightly more level playing field.



ROAMING

Before going forward, step back through the now open gateway and stock up on any needed items from the Moogle Shop, that has just moved-in on the other side.

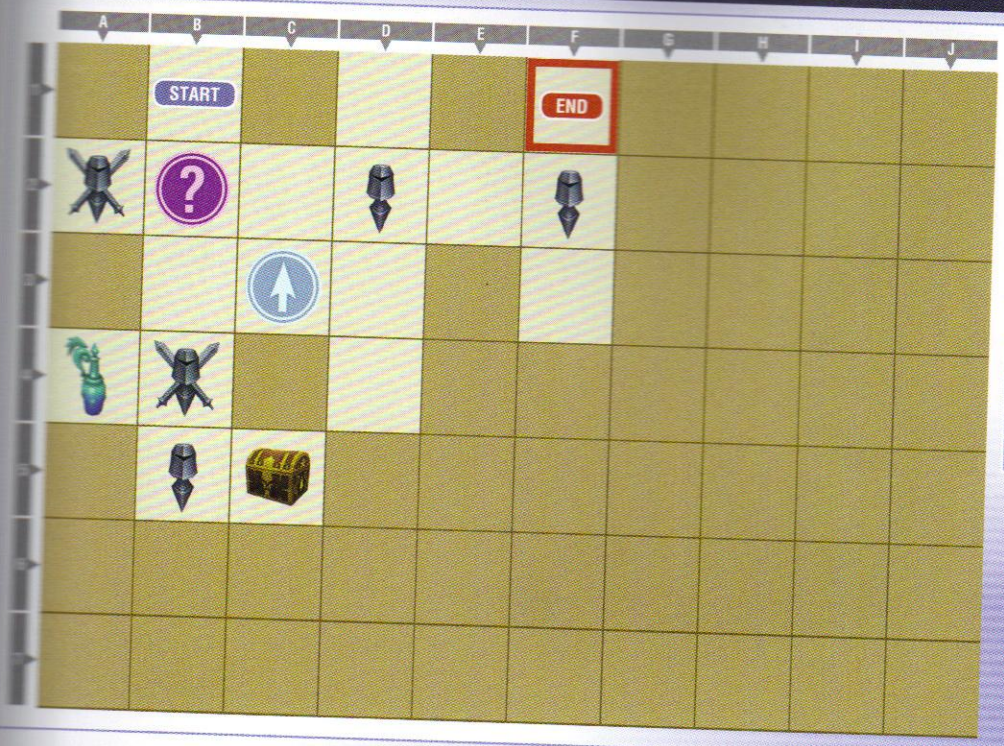
A Manikin across the first light bridge is guarding a pair of chests: be sure to take it out.

Other than that brief stop, it's a straight shot across the land bridge west to the next red gate.

- Manikins: 1
- Chest: Gold
- Chest: BRV Charge

CONFLICTING VIRTUES

MAP



CONFLICTING VIRTUES

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv15
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	KP Bonus, C5
B	Potion, A4
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Champion	20	Orphan's Cradle	A2	2151	205	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds x2, After 60 Seconds, After 90 Seconds
Capricious Reaper	12	Orphan's Cradle	D2	1667	159	Cursed Ring
False Stalwart	14	Phantom Train	F2	1788	170	Cursed Ring
Phantasmal Girl	20	Orphan's Cradle	B4	2151	205	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds x2, After 60 Seconds, After 90 Seconds
Imitation Despot	12	Phantom Train	B5	1667	159	Cursed Ring
The Emperor	24	Pandaemonium	F1	2394	228	Earring, Attractorb, Pearl Necklace, Iifa Leaf, Aerial, HP = 1 x2, Near Death, Near Loss

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

Two emblems here: a purple Stage BRV Boost and a blue Recover HP Before Battle. You can chain every Manikin here with a Straight chain from the purple emblem—you get a bit less from the blue. If you feel confident, take the purple chain.

The Manikins here are nothing you haven't faced before, but the final battle with The Emperor is tough. He's set up with an Iifa leaf to survive a fatal blow, then two HP = 1 accessories and a Near Death and Near Loss accessory to boost his stats even further. Attempt a quick follow-up finish when you knock him down. You don't want him to have his boosts for too long.

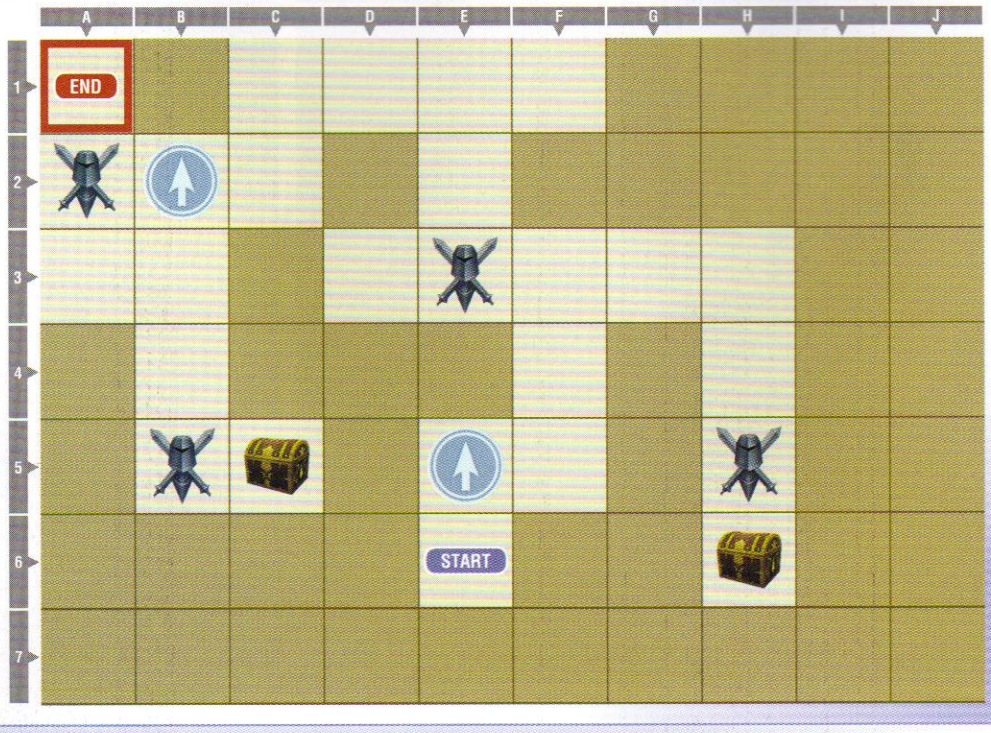
ROAMING

Make your way southwest through the Land of Discord and across the red light bridges, where you find the next red gate out on a free-floating rock.

- Manikins: 2
- Chest: KP Gambler
- Chest: Cure
- Chest: Delicious Fish Scale

PERVASIVE SORROW

MAP



PERVASIVE SORROW

KP CHANCE	Win battle within [illegible] seconds
BONUS LINE	Lv18
RULES	Enabled
SKILLS	Enabled
ASSISTS	—

TREASURE

A	3000 gil, H6
B	Iifa Dew, C5
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fallacious Tree	20	Phantom Train	A2	2151	205	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds x2, After 60 Seconds, After 90 Seconds
False Stalwart	20	Old Chaos Shrine	E3	2151	205	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds x2, After 60 Seconds, After 90 Seconds
Counterfeit Wraith	20	Orphan's Cradle	H5	2151	205	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds x2, After 60 Seconds, After 90 Seconds
Transient Gunner	20	Orphan's Cradle	B5	2151	205	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds x2, After 60 Seconds, After 90 Seconds
Garland	26	Old Chaos Shrine	A1	2515	240	Muscle Belt, Hyper Ring, Near Opponent x7

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Two blue emblems here. The first is a Physical Critical Rate Up booster, but the northwestern one, oddly, is an Initial BRV Boost for both fighters, despite being a blue emblem.

There are four medium-strength Manikins, and the final battle is against Garland, who is equipped with a set of Near Opponent accessories.

He's pretty tough to begin with, so try to hit him and then back out of range quickly to avoid retaliation.

EPILOGUE—CONCLUSION OF THE CYCLE

Once all ten chapters in Scenario 013 are complete, the final epilogue is unlocked. This last chapter is tackled by a party, so pick your five favorite characters, with your preferred fighter in the first slot.

You should also deck out at least your first three characters with a full set of accessory slots, and make sure everyone is appropriately configured with abilities, equipment, accessories, and summons.

Stock up on a full set of combat skills and bring your breakable accessories. They can help you get past any sections you have difficulty with.

Assists that appear at gateways will be determined depending on which characters are in your party. However, characters in your party will not appear as Assists when you enter gateways.

The last party battle section is also good training for Scenario 000, because once you're done here, you're moving on to the last, free-roaming challenge, which is always party based.

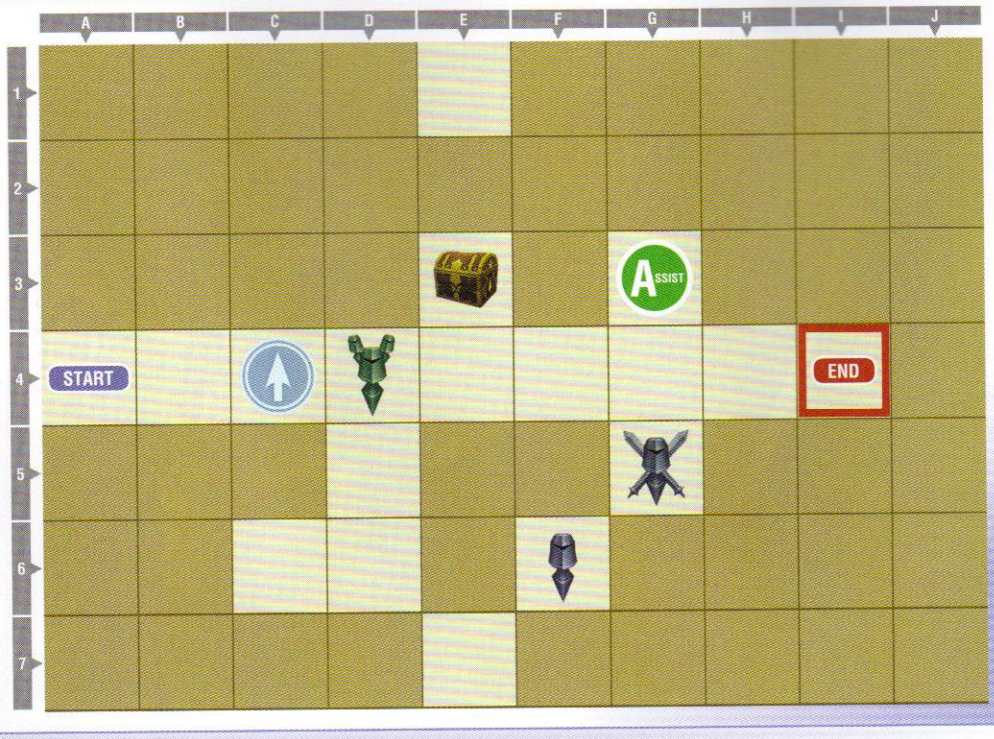
BATTLE STAGES

All the combat stages in the epilogue are the "special" versions of the levels. This means that you must deal with additional stage dynamics that occur periodically. The effects are different on every stage. (See the basics chapter for more info on these effects, or check the in-game help files.)

This doesn't dramatically change the way you have to fight, but you should be aware of it.

TO A FOREIGN WORLD

▸ MAP



TO A FOREIGN WORLD

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv23
RULES	Enabled
SKILLS	Enabled
ASSISTS	Random

TREASURE

A	20000 gil, E3
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fallacious Tree	18	World of Darkness	D4	2030	193	Cursed Ring
Delusory Warlock	23	Lunar Subterrane	D4	2333	222	Hyper Ring, No BRV Damage, HP = 100% x8
Imaginary Champion	23	Empyreal Paradox	D4	2333	222	Hyper Ring, No BRV Damage, HP = 100% x8
Counterfeit Wraith	23	Empyreal Paradox	G5	2333	222	Hyper Ring, No BRV Damage, HP = 100% x8
Ephemeral Phantom	18	Old Chaos Shrine	F6	2030	193	Cursed Ring
Exdeath	26	The Rift	I4	2515	240	Earring, Prayer Beads, Near Opponent x6

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There's a blue Booster Accessory x5 emblem here, helpful for tackling the first party battle in this gate.

The weak Manikin to the south can only be reached by using a chain.

The 'standard' Manikin here for the medium-strength variety is packing a set that includes both no bravery damage taken *and* no HP damage taken. Of the two, they are carrying 8 HP=100% accessories, so go for a quick HP attack first. You can worry about landing a bravery attack afterward.

The last fight here is against Exdeath, with an x6 set of Near Opponent accessories, so try to play keep-away with him by hitting him, then backing off to nullify his boosts.

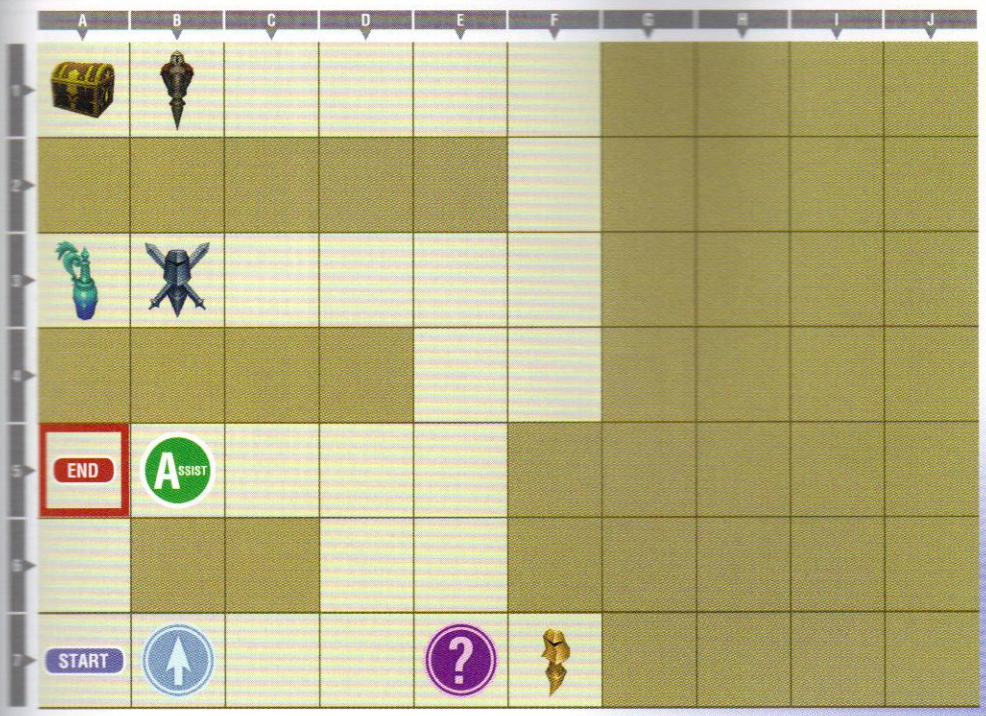
ROAMING

A Moogle Shop and two blue gates are available here for your use. If any of your party members are underleveled, or if you need to stock up on KP, this is the perfect place to do it (in fact, this is a good place to bring any Cosmos side party members for quick leveling, assuming you don't want to use Quick Battles or the Labyrinth instead).

- Manikins: None
- Chest: 20000 gil
- Chest: BRV Charge
- Chest: Gargoyle Pebble
- Chest: Maser Eye

RECURRING TRAGEDY (BLUE)

MAP



RECURRING TRAGEDY (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	Random

TREASURE

A	Epitaph Stone, A1
B	Potion, A3
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
False Stalwart	33	Dream's End	B1	2939	280	Muscle Belt x2, Near Opponent x6, After 45 Seconds
Imaginary Champion	23	Lunar Subterrane	B3	2333	222	Hyper Ring, Near Loss x9
Delusory Dragoon	23	World of Darkness	F7	1	2469	The Rotten, Soul of the Sovereign
Sephiroth	28	Planet's Core	A5	2636	251	Muscle Belt, Attacking Bravery x6

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Two emblems here: a blue Magic Critical Rate Up boost and a purple Stage BRV Boost.

There are only a few Manikins on this board, although there is a hard one in the north, and unusually for a blue gate, there *is* a final encounter at the Stigma of Chaos.

The southeastern Gold Manikin is using a completely standard 1 HP build with no special tricks, though it is packing the Cactuar summon and drains your bravery by 1000 at the start of the battle.

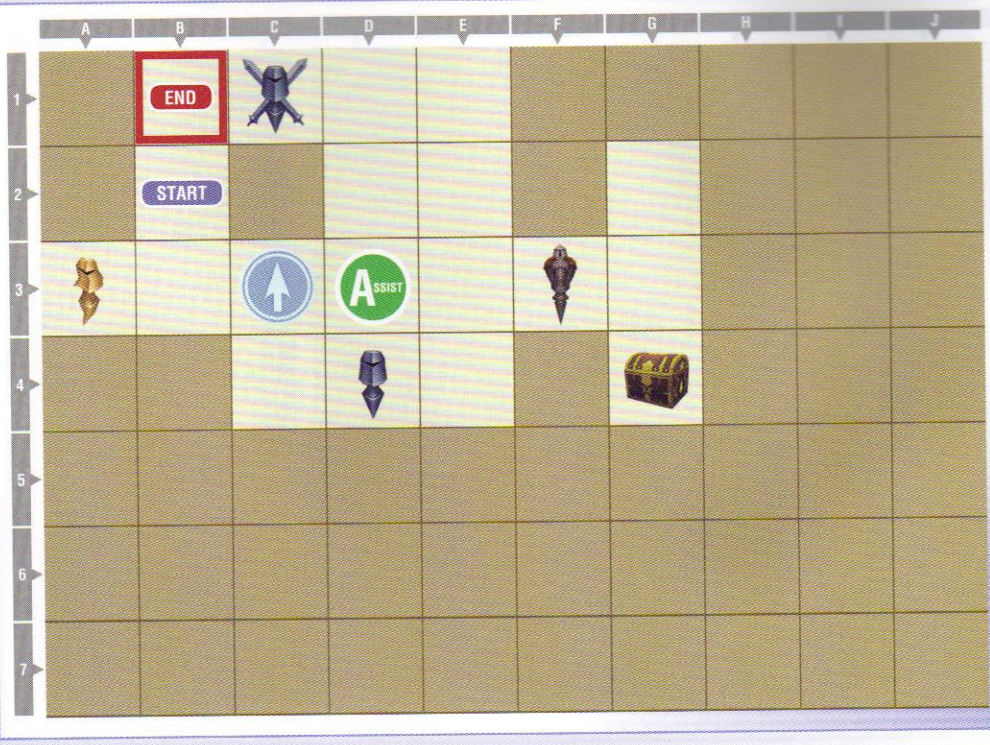
The medium-strength Manikin here is packing a whopping *nine* Near Loss accessories. Try to set up for a one-hit KO and finish it swiftly.

The northern tough Manikin is using six Near Opponent accessories and a single booster that triggers after 45 seconds. Other than its level and general toughness, it is otherwise unremarkable, but you may need to burn a skill or breakable accessory if you are a bit under-leveled.

The last opponent here is Sephiroth, and he's using six bravery attack accessories. There's no way to nullify these, so you're simply going to have to suck it up and deal with the increased bravery damage he puts out. Remember that *most* bravery attacks can simply be blocked if you're not confident in dodging them.

GATEWAY OF LOST INNOCENCE (BLUE)

▸ MAP



GATEWAY OF LOST INNOCENCE (BLUE)

KP CHANCE	Win battle within 81 seconds
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	Random

TREASURE

A	Polished Ore, G4
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Harlequin	23	World of Darkness	C1	2333	222	Hyper Ring, Near Loss x9
Imitation Despot	36	Old Chaos Shrine	F3	3121	297	Earring x2, Far from Opponent x6, After 45 Seconds
Counterfeit Wraith	18	Crystal World	D4	2030	193	Cursed Ring
Idle Sky Pirate	23	Old Chaos Shrine	A3	1	2403	The Rotten, Soul of the Sovereign

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

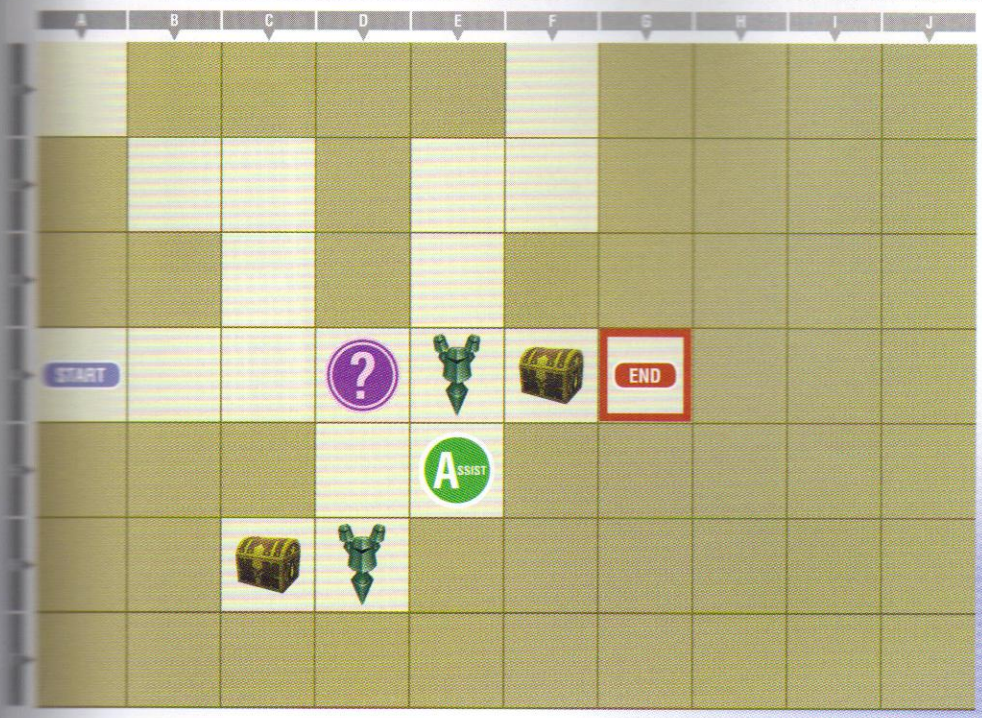
There is a single blue emblem here, for boosting your magic critical chance.

One of every type of Manikin is here, though the Gold and medium-strength are both typical 1 HP and the Near Loss Hyper Ring setup that you've seen already.

The tough Manikin is running a keep-away build with six Far from Opponent accessories, so try to stick close. Keep the fight in the lower part of the chaos shrine to force close-range engagements.

GATEWAY OF ARTIFICIAL LIFE

MAP



GATEWAY OF ARTIFICIAL LIFE

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv28
RULES	Enabled
SKILLS	Enabled
ASSISTS	Random

TREASURE

A	Lizardman Skin, C6
B	29000 gil, F4
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ominous Reaper	24	World of Darkness	E4	2394	228	Cursed Ring
Torment Witch	24	Lunar Subterrane	E4	2394	228	Cursed Ring
Fake Stalwart	28	The Rift	E4	2636	251	Iifa Dew, Zephyr Cloak, Heart's Ease, Near Loss x7
Torment Witch	28	World of Darkness	D6	2636	251	Iifa Dew, Zephyr Cloak, Heart's Ease, Near Loss x7
Immortal Harlequin	28	Dream's End	D6	2636	251	Iifa Dew, Zephyr Cloak, Heart's Ease, Near Loss x7
Ominous Reaper	28	Crystal World	D6	2636	251	Iifa Dew, Zephyr Cloak, Heart's Ease, Near Loss x7
Kefka Palazzo	32	Kefka's Tower	G4	2878	274	Earring, Far from Opponent x6

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

Turquoise emblem here, a Stage BRV Boost.

Two Manikins, but both are three-opponent party battles.

Two medium-strength Manikins are running a particularly obnoxious setup that gives each of them an Iifa Dew for a second chance at life, as well as seven Near Loss accessories that are guaranteed to be active for the last part of the fight. Just be careful once you go for the finish: you need to take them down with two back-to-back HP attacks as quickly as possible. The last fight here is against Kefka, running a typical caster-type, Random Opponent setup—stay close to nullify his boosts.

EXPERIENCE OR EXPEDIENCE?

If you want more EXP, be sure to select Tournament style for the party battles. On the other hand, if you want to get through the epilogue faster, choose Round-Robin, which lets you finish a party battle once you have defeated a majority of the Manikins in any party group.

ROAMING

A very small section of land here. Gather up the chests and continue to the blue gate just ahead. Once it is cleared, you can proceed to the red gate not much farther ahead.

- Manikins: None
- Chest: Treant Branch
- Chest: Silver Lobo Claw
- Chest: EX Charge

BLUE GATE BOSSES

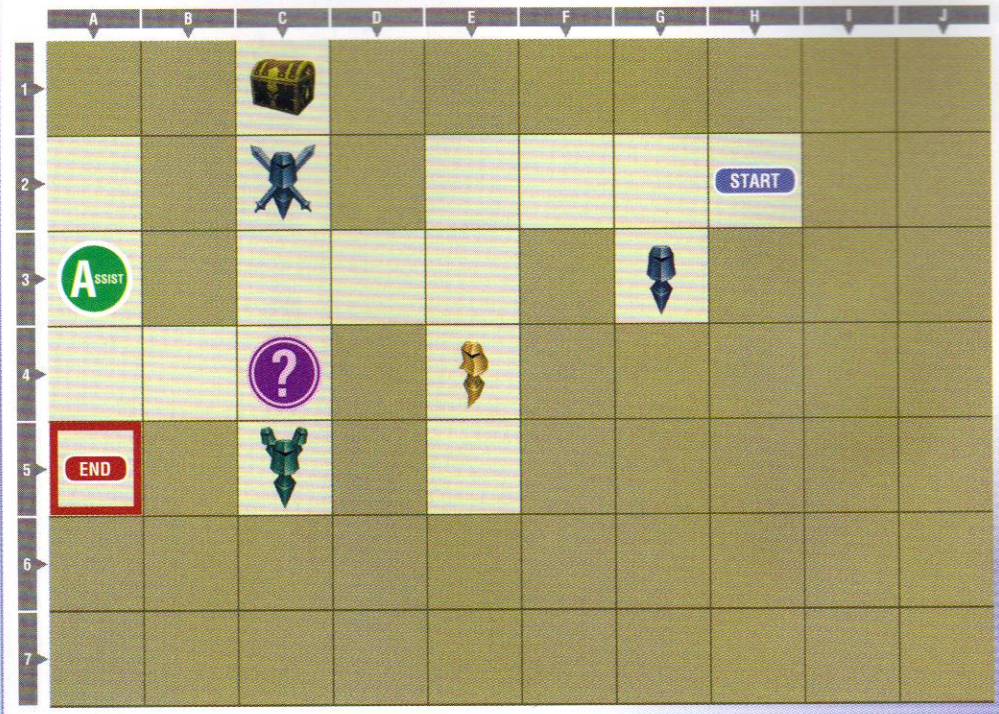
Many of the blue gates here have a special "boss" on the Stigma of Chaos, generally one of the villain characters, who lies in wait for their Cosmos side counterpart.

This is unusual for blue gates, and a peculiar quirk of this chapter.

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

THE GATEWAY OF WAILS (BLUE)

MAP



THE GATEWAY OF WAILS (BLUE)

KP CHANCE	Win battle within [illegible] seconds
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	Random

TREASURE

A	Wererat Claw, C1
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Capricious Reaper	28	Kefka's Tower	C2	2636	251	Arcane Resin, Muscle Belt, Earring, Attractorb, Pearl Necklace, EX [illegible]
Capricious Reaper	24	Crystal World	G3	2394	228	Cursed Ring
Transient Gunner	28	The Rift	E4	1	853	The Rotten, Hyper Ring, Muscle Belt, Near Opponent x5, Arcane [illegible]
False Stalwart	24	World of Darkness	C5	2394	228	Cursed Ring
Delusory Warlock	28	Kefka's Tower	C5	2636	251	Arcane Resin, Muscle Belt, Earring, Attractorb, Pearl Necklace, EX [illegible]
Ephemeral Phantom	28	The Rift	C5	2636	251	Arcane Resin, Muscle Belt, Earring, Attractorb, Pearl Necklace, EX [illegible]
Cloud of Darkness	30	World of Darkness	A5	2757	263	Pearl Necklace, Attractorb, After 15 Seconds, After 30 Seconds, [illegible] Seconds, After 60 Seconds, After 90 Seconds

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There is one purple emblem here, an Initial BRV Boost.

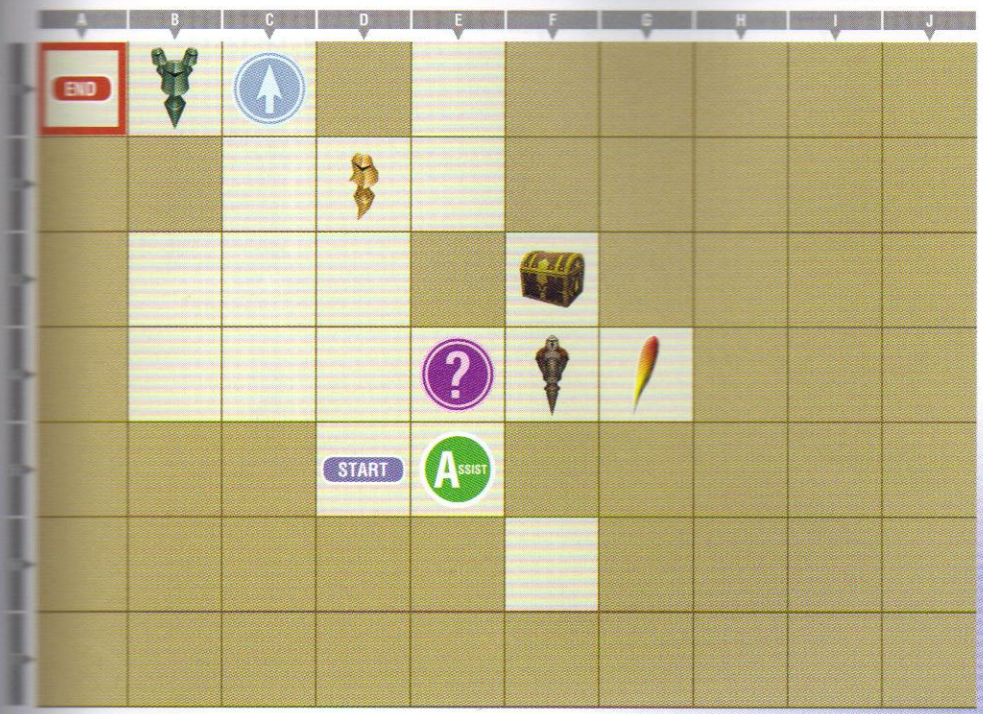
This Gold Manikin is pretty nasty, with instant EX Mode and a set of Near Opponent accessories. Keep your distance and go for a lethal attack when it exposes itself.

All of these medium-strength Manikins are also dangerous, with Arcane Resin providing instant EX Mode and a x5 set of EX Mode booster accessories. Try to build up an assist attack to quickly shut down their boosts.

The last fight with Cloud of Darkness is comparatively easier, she has boosts that trigger over time, but as they only give her slight EX Mode benefits, they're not a serious threat.

INHERITED MEMORIES

MAP



INHERITED MEMORIES

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv30
RULES	Enabled
SKILLS	Enabled
ASSISTS	Random

TREASURE

A	Scorpion, F3
B	Phoenix Down, G4
C	—
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Harlequin	24	Crystal World	B1	2394	228	Cursed Ring
Imitation Despot	24	Pandaemonium	B1	2394	228	Cursed Ring
Fake Stalwart	28	The Rift	B1	2636	251	Hyper Ring, HP=100% x4, BRV ≥ Base Value x5
Ethereal Summoner	28	The Rift	D2	1	2889	The Rotten, Soul of the Sovereign
Counterfeit Wraith	38	Ultimecia's Castle	F4	3242	309	Hyper Ring, Guardian Bangle, HP=100% x8
Kuja	33	Crystal World	A1	2939	280	Pearl Necklace, Attractorb, Earring, Aerial x3

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

There're emblems here, a blue Magic Critical Rate Up booster and a purple Initial BRV booster. Try to avoid tripping the purple when you fight the tough Manikin by using a chain if possible.

The tough Manikin in the southeast is high level, but its accessory setup isn't a difficult one: eight HP=100% boosters, so smack it with a single HP attack to nullify its bonuses.

The fourth Gold Manikin is the same story, running a standard 1 HP setup, so no serious threat. It will use a Tiamat summon in the beginning of battle to increase its bravery.

The final medium Manikin in the party is using a mix of HP=100% and BRV greater than or equal to base value, so smack it with an HP attack first, then work on finishing it.

The last fight is against Kuja, and he's not using anything particularly dangerous, just a few combos with a x3 Aerial setup.

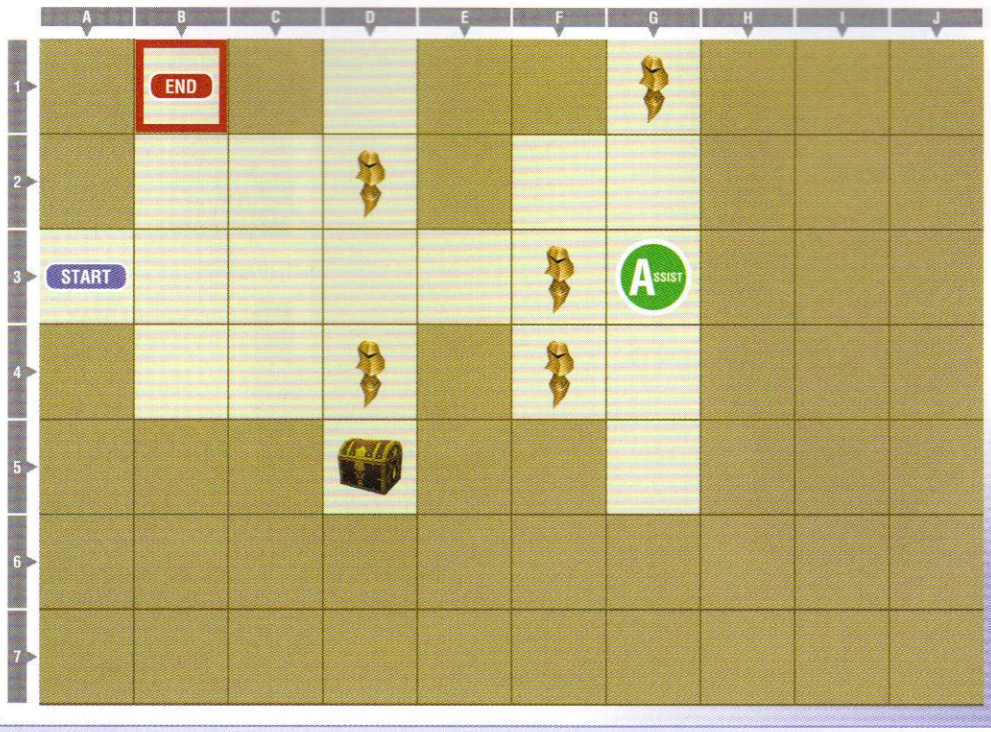
ROAMING

Another blue gate awaits you ahead, this one contains Ultimecia. Before you head in, scoop up the light orbs and all the chests nearby, then tackle the blue and red gates.

- Manikins: None
- Chest: Assist Charge
- Chest: Zu Feather
- Chest: Soundwave

GATEWAY OF SULLEN EYES (BLUE)

▸ MAP



GATEWAY OF SULLEN EYES (BLUE)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	—
RULES	Enabled
SKILLS	Enabled
ASSISTS	Random

TREASURE

A	Cockatrice Feather, D5
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Capricious Thief	28	World of Darkness	D2	113	2814	The Derelict, Arcane Resin, Soul of the Sovereign, Iifa Leaf
Imaginary Soldier	28	Dream's End	G1	1	9999	Soul of the Destroyer, The Rotten
Transient Lion	28	Crystal World	F3	1	0	The Rotten, Soul of the Craven, Guardian Bangle, HP=1 x3
Imaginary Brawler	28	Old Chaos Shrine	F4	1	2625	The Rotten, Soul of the Sovereign
Ephemeral Vision	28	Lunar Subterrane	D4	1	862	The Rotten, Hyper Ring, Muscle Belt, Near Opponent x5, Arcane Resin
Ultimecia	35	Ultimecia's Castle	B1	3060	291	Earring, Iifa Leaf, HP=1 x2, Near Death x2, Near Loss x3

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

No emblems here, and this gateway is loaded to the brim with Gold Manikins. This is a nice place to use a Multichain and rack up a x5 combo if you're confident in facing the one-shot wonders.

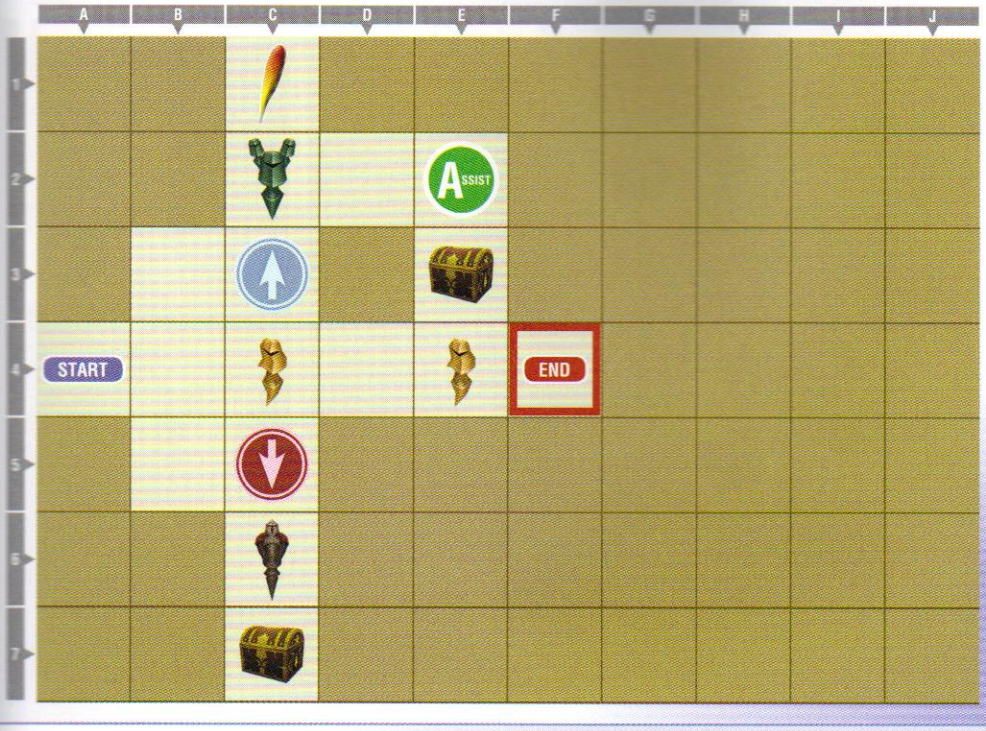
Each of the Manikins in here has a slightly different setup. One being a 0 BRV setup that uses Carbuncle to drain your bravery to 0, another has an Iifa Leaf for a second chance at life and instant EX Mode.

These Gold Manikins are dangerous, but if you're comfortable fighting the one hit wonders, this is a good fast place to gather KP.

The last fight is against Ultimecia, and she's using a fairly nasty setup, with an Iifa Leaf and two HP=1 accessories along with Near Death and Near Loss boosters, she's guaranteed to get a huge surge in magic damage at the end of the fight. As if that wasn't enough, she can use a bravery freezing summon during the battle. Be ready to take her out twice in a row when you land the first finishing blow, you don't want her to hit you once her multipliers trigger.

CONFINEMENT AND FLIGHT

MAP



CONFINEMENT AND FLIGHT

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv33
RULES	Enabled
SKILLS	Enabled
ASSISTS	Random

TREASURE

A	Phoenix Down, C1
B	28000 gil, E3
C	Crystal, C7
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Counterfeit Wraith	31	Planet's Core	C2	2818	268	Cursed Ring
Transient Witch	37	Old Chaos Shrine	C2	3181	303	Hyper Ring, HP=100% x4, BRV ≥ Base Value x5
Fallacious Tree	37	Pandaemonium	C2	3181	303	Hyper Ring, HP=100% x4, BRV ≥ Base Value x5
Phantasmal Girl	37	Kefka's Tower	C4	1	1299	Hyper Ring, No BRV Damage x3, The Rotten
Fallacious Wanderer	37	Old Chaos Shrine	E4	1	3930	The Rotten, Soul of the Sovereign
Delusory Warlock	41	Kefka's Tower	C6	3424	326	Hyper Ring x2, Near Loss x6, Near Death x2
Jecht	38	Dream's End	F4	3242	309	Muscle Belt, Near Opponent x3, Attacking Bravery x3

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Two emblems here, a blue Physical Critical Rate Up booster and a red Initial BRV 0 booster. The red emblem is right in front of a tough Manikin, so try to use a chain to hit it from the blue if possible.

The Gold Manikins here are straightforward, while the northern medium-strength ones have HP=100% setups, so hit them with an HP attack quickly to weaken them.

The tough Manikin to the south is using a tricky Near Loss/Near Death setup, which can make the fight difficult if you aren't strong enough to end it quickly. Don't hesitate to burn a booster skill or breakable accessory if you have problems.

The last fight with Jecht is comparatively easier, as he isn't equipped with a tricky accessory setup, just a simple Near Opponent/Bravery Attack Boost. Finish him off to move on.

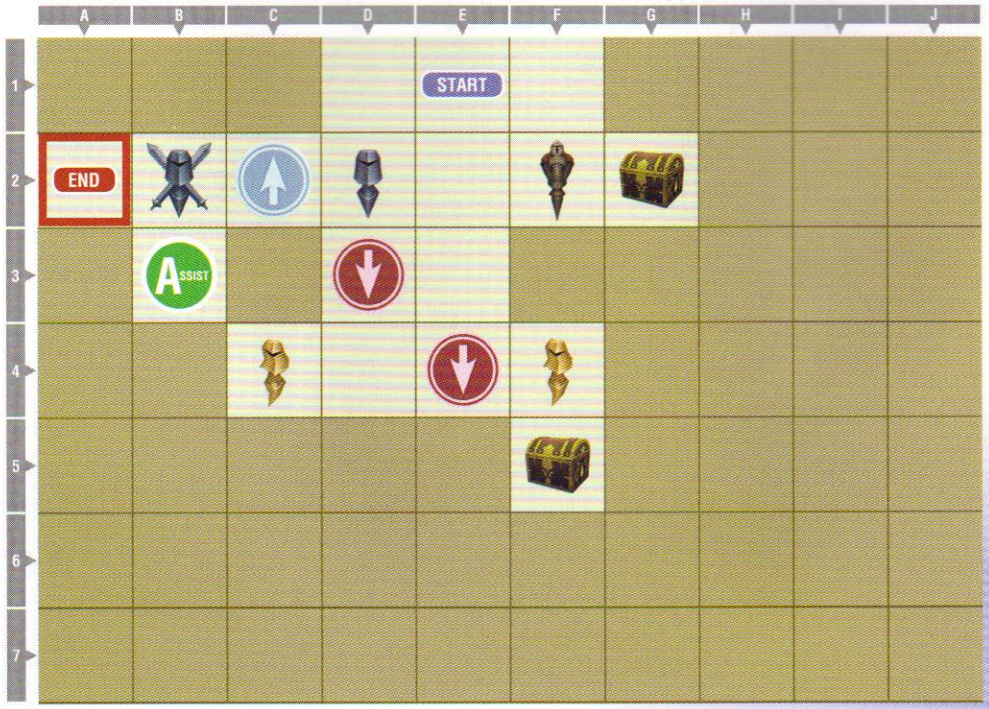
ROAMING

You are drawing near the final conflict, as you approach the last red gates floating up on the destroyed remnants of the continent. Turn left to grab the two chests. Come back to visit the friendly Moogle Shop nearby to stock up on any skills you need for the fights ahead, then head for the next red gate.

- Manikins: None
- Chest: BRV Zero
- Chest: Aged Turtle Shell

GATEWAY OF INFERNOS

▸ MAP



GATEWAY OF INFERNOS

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv36
RULES	Enabled
SKILLS	Enabled
ASSISTS	Random

TREASURE

A	Sun Blade, G2
B	26000, F5
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ephemeral Phantom	37	Ultimecia's Castle	B2	3181	303	Iifa Dew, Force to Courage, Pearl Necklace, Attractorb, Near Loss x6
Capricious Reaper	31	Lunar Subterrane	D2	2818	268	Cursed Ring
Fallacious Tree	42	Pandaemonium	F2	3484	332	Hyper Ring x2, Near Loss x6, Near Death x2
Delusory Knight	37	Old Chaos Shrine	F4	1	3498	The Rotten, Soul of the Sovereign
Counterfeit Youth	37	World of Darkness	C4	1	9999	Soul of the Destroyer, The Rotten
Golbez	39	Lunar Subterrane	A2	3303	315	Earring, After 15 Seconds, After 30 Seconds, After 45 Seconds, After 60 Seconds, After 90 Seconds

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Three emblems here, a blue Restore HP emblem and two red emblems that set your initial bravery to 0. If at all possible, use a chain here to avoid hitting the red emblems.

The tough Manikin here is using a Near Loss setup, so as with the others you have faced, burn skills or accessories to take it down more quickly.

Don't miss the southeast chest; it has a huge load of gil for you!

The northwestern medium-strength Manikin is using the Force to Courage accessory, which converts all EX Force earned into bonus bravery. It also has Iifa Dew and is running a Near Loss accessory, so don't let the fight drag once you land the first finishing blow.

The last fight with Golbez is comparatively easy. He's using a simple over time setup, so as long as you take him down fairly quickly, he won't get much of a boost, and he's only using a single Earring, in any case.

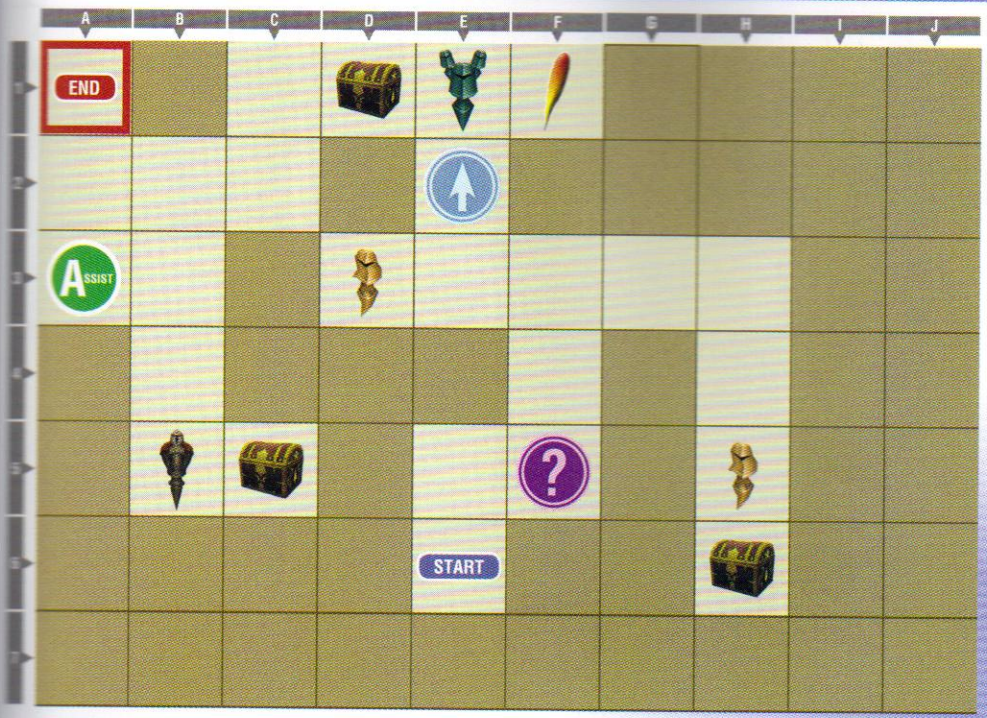
ROAMING

No real exploration here at all—cross the red light bridges, grab the single chest, and hit the next red gate!

- Manikins: None
- Chest: Ancient Turtle Shell

PERVASIVE SORROW

MAP



PERVASIVE SORROW

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv40
RULES	Enabled
SKILLS	Enabled
ASSISTS	Random

TREASURE

A	29000 gil, D1
B	Corel Ore, H6
C	Scarletite, C5
D	Phoenix Down, F1

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Witch	31	Old Chaos Shrine	E1	2818	268	Cursed Ring
False Stalwart	37	Empyreal Paradox	E1	3181	303	Iifa Dew, Force to Courage, Pearl Necklace, Attractorb, Near Loss x6
Fallacious Tree	31	World of Darkness	E1	2818	268	Cursed Ring
Capricious Reaper	37	Ultimecia's Castle	E1	3181	303	Iifa Dew, Force to Courage, Pearl Necklace, Attractorb, Near Loss x6
Ephemeral Phantom	37	Dream's End	E1	3181	303	Iifa Dew, Force to Courage, Pearl Necklace, Attractorb, Near Loss x6
Imitation Liegeman	37	Crystal World	D3	125	3228	The Derelict, Arcane Resin, Soul of the Sovereign, Iifa Leaf
False Hero	37	Lunar Subterrane	H5	1	0	The Rotten, Soul of the Craven, Guardian Bangle, HP=1 x3
Phantasmal Harlequin	44	Planet's Core	B5	3605	343	Earring x2, Far from Opponent x6, After 45 Seconds
The Emperor	45	Pandaemonium	A1	3666	349	Earring, Iifa Leaf, HP=1 x2, Near Death x2, Near Loss x3

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Two emblems in here: a blue physical critical chance booster and a purple initial bravery booster.

There is a huge party in the north—with five Manikins. Use Round-Robin style combat if you want to take it out more quickly.

The medium-strength Manikins are using Near Loss setups but are otherwise unremarkable. Defeating the giant party causes a Phoenix Down to appear in the northeast.

The tough Manikin in the southwest is a keep-away caster with 6 Far from Opponent Monsters and a 45-second boost, so stay close and try to whittle it down quickly.

The Emperor is your last foe here, and he is running a harsh Iifa Leaf setup with many boosts once he is in critical range. Try to take him out quickly after you land the first finishing blow.

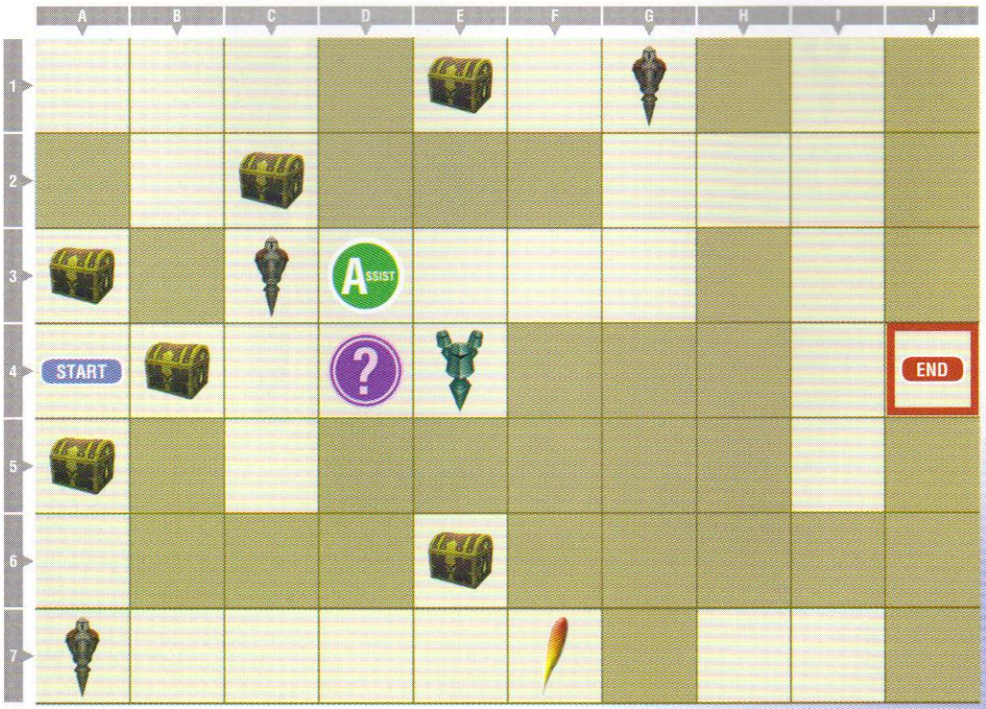
There is no roaming after this gate. Pick up the two chests along the way and head to the next red gate unless you need to return to the Moogle Shop.

- Chest: Narshe Ore
- Chest: Gulg Steel

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

SOLITARY SALVATION

MAP



SOLITARY SALVATION

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv42
RULES	Enabled
SKILLS	Enabled
ASSISTS	Random

TREASURE

A	BRV Charge, A3
B	Cross Chain, A5
C	Soundwave, B4
D	Phoenix Down, F7
E	27000, C2
F	Fine Cloth, E6
G	Walse Fabric, E1
H	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Champion	46	Old Chaos Shrine	C3	3727	355	Muscle Belt x2, Near Opponent x6, After 45 Seconds
Ephemeral Phantom	46	World of Darkness	G2	3732	355	Muscle Belt x2, Near Opponent x6, After 45 Seconds
Imitation Despot	37	Pandaemonium	E4	3181	303	Hyper Ring, After 15 Seconds, After 30 Seconds x5, After 45 Seconds, After 60 Seconds, After 90 Seconds
Imaginary Champion	37	The Rift	E4	3181	303	Hyper Ring, After 15 Seconds, After 30 Seconds x5, After 45 Seconds, After 60 Seconds, After 90 Seconds
Counterfeit Wraith	37	Empyreal Paradox	E4	3181	303	Hyper Ring, After 15 Seconds, After 30 Seconds x5, After 45 Seconds, After 60 Seconds, After 90 Seconds
Phantasmal Harlequin	37	Dream's End	E4	3181	303	Hyper Ring, After 15 Seconds, After 30 Seconds x5, After 45 Seconds, After 60 Seconds, After 90 Seconds
Delusory Warlock	37	Kefka's Tower	E4	3181	303	Hyper Ring, After 15 Seconds, After 30 Seconds x5, After 45 Seconds, After 60 Seconds, After 90 Seconds
Capricious Reaper	46	The Rift	A7	3727	355	Earring x2, Far from Opponent x6, After 45 Seconds
Garland	48	Old Chaos Shrine	J4	3848	386	Muscle Belt, BRV = Base Value x6

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There is one purple stage bravery emblem here, along with three tough Manikins and a giant party in the center of the map.

The southwest tough Manikin is equipped with a keep-away setup. Stay close. The northwest and northeast Manikins are using the reverse, an up-close setup, so try to keep your distance. Defeat the northwest foes to earn a huge treasure chest payout!

The center medium-strength Manikins in the party are running a tricky time-based accessory setup—don't let the fight drag, or they get very large bonuses.

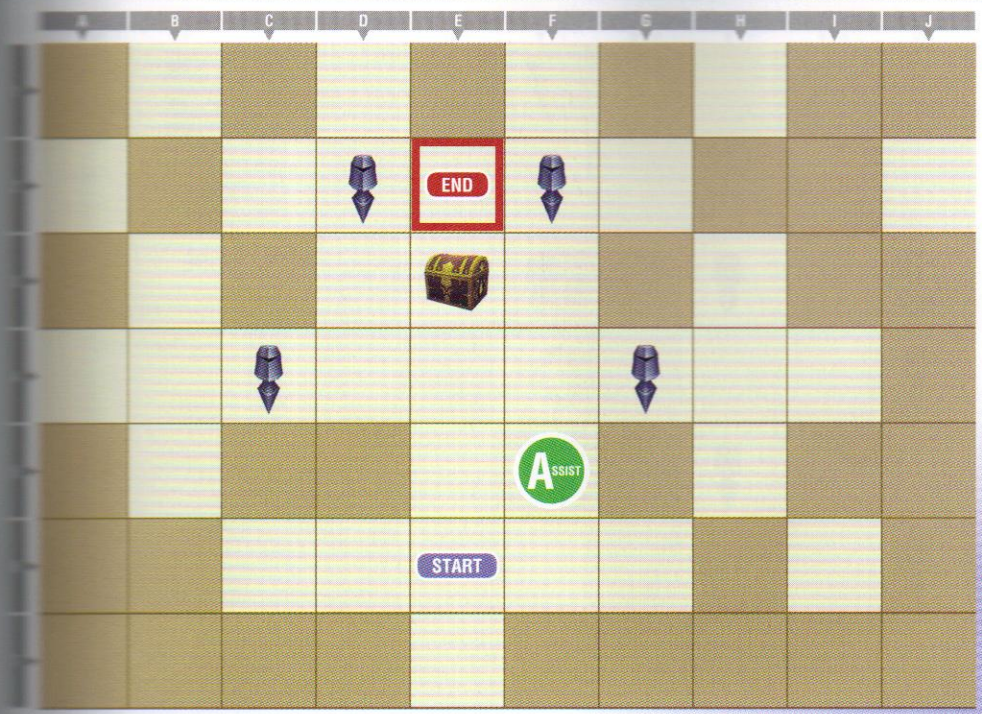
After the mess of tough fights here, the battle against Garland is a relief—he's using a set of boosters that give him strength if his bravery is at or above its base value, so normal combat against him is perfectly effective.

Again, there is no roaming after this gate, but make sure you pick up the last chest. Head to the final red gate where you are about to enter the final set of battles.

- Chest: Skull Knight Shard

EDGE OF DISCORD (FLOOR 01)

MAP



EDGE OF DISCORD (FLOOR 01)

KP CHANCE	Win battle
BONUS LINE	Lv46
RULES	Disabled
SKILLS	Disabled
ASSISTS	Random

TREASURE

A	31000 gil, E3
B	—
C	—
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

ENEMIES

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
[illegible]	41	Old Chaos Shrine	D2	3424	326	Arcane Resin, Muscle Belt, Earring, EX Mode x7
[illegible]	40	Dream's End	F2	3363	320	Hyper Ring, BRV ≥ Base Value x9
[illegible]	39	Orphan's Cradle	G4	3303	315	Hyper Ring, HP=100% x8
[illegible]	41	Pandaemonium	C4	3424	326	Hyper Ring, HP=100% x8

Enemy equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

[illegible] disabled in this final gate, so you are unable to rely on skill [illegible] to help you against tough fights. You can, however, still make [illegible] your breakable accessories—use them freely if you have significant [illegible] in any of the battles in here. Onward!

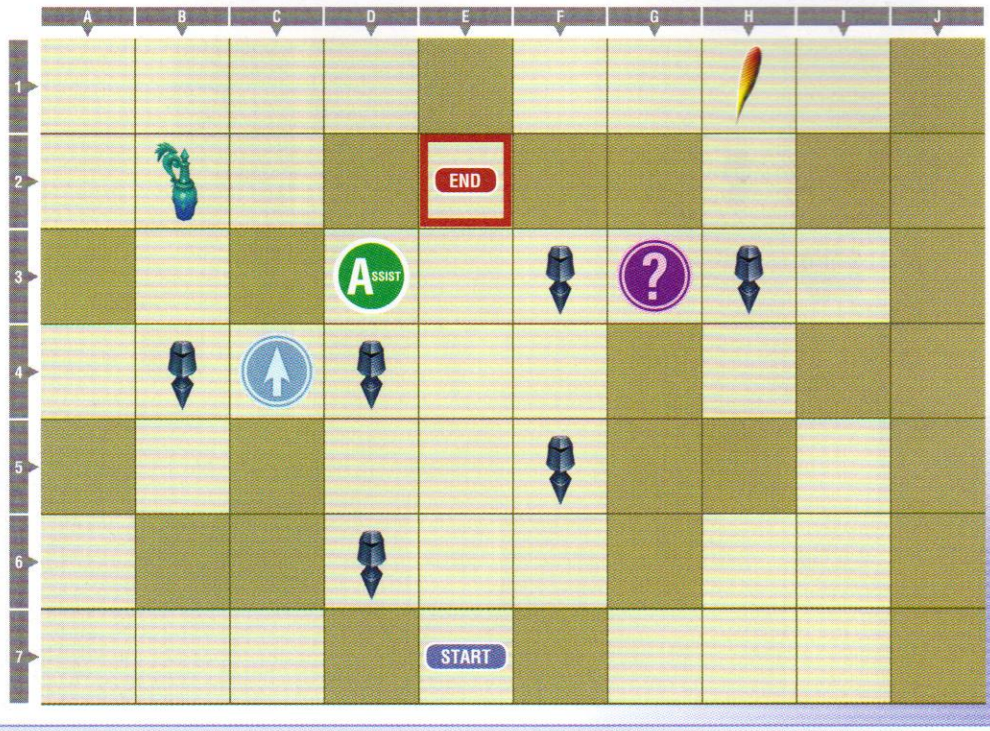
[illegible] these Manikins being "weak," they are using full-strength acces- [illegible], so be prepared if you choose to engage them.

[illegible] using HP=100% setups, one has a bravery setup, and the last is [illegible] EX Mode setup that is best broken with an assist attack as [illegible] possible.

[illegible] to save your strength, you can simply hit the Stigma and move [illegible] the next floor.

EDGE OF DISCORD (FLOOR 02)

▸ MAP



EDGE OF DISCORD (FLOOR 02)

KP CHANCE	Win battle
BONUS LINE	Lv46
RULES	Disabled
SKILLS	Disabled
ASSISTS	Random

TREASURE

A	Potion, B2
B	Phoenix Down, H1
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imitation Liegeman	41	Pandaemonium	B4	3424	326	Hyper Ring, HP=100% x8
Imaginary Soldier	43	Planet's Core	D4	3545	338	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Transient Lion	43	Ultimecia's Castle	F3	3545	338	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Capricious Thief	43	M.S. Prima Vista	H3	3545	338	Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Delusory Knight	42	Lunar Subterrane	F5	3484	332	Zephyr Cloak, Heart's Ease, Near Loss x8
Delusory Dragoon	39	Lunar Subterrane	D6	3303	315	Hyper Ring, Near Loss x7

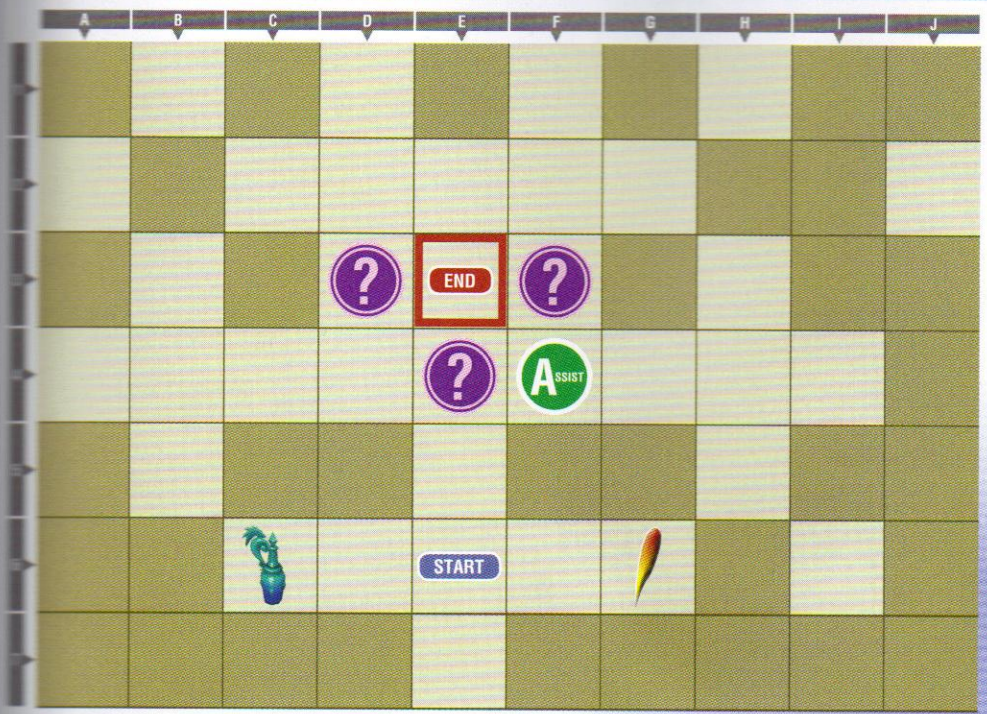
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There are more "weak" Manikins on this floor, and a whole lot of them. There is also a Potion and a Phoenix Down. If you choose to engage these foes, you may need both.

Two emblems here: the blue is a x5 accessory multiplier, while the purple is a stage bravery booster. As you cannot use chains in here, both emblems are unavoidable if you choose to clear out everything.

EDGE OF DISCORD (FLOOR 03)

MAP



EDGE OF DISCORD (FLOOR 03)

KP CHANCE	Win battle
BONUS LINE	Lv46
RULES	Enabled
SKILLS	Enabled
ASSISTS	Random

TREASURE

A	Potion, C6
B	Phoenix Down, G6
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Chaos	44	Edge of Madness	E3	3605	343	None

Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

The final floor has no enemies—only Chaos.

There is a Phoenix Down, a Potion, three emblems, and your Assist.

The three emblems are purple, and there is one empty square on the north side of Chaos—you are given the option to pick any of the three emblems, or to face Chaos without any modifiers. The choice is yours!

The three emblems are an Initial BRV Boost, Initial BRV 0, or a Stage BRV Boost.

Don't load up on breakable accessories just yet—if this is your first time facing Chaos, go for a few "trial runs" before you use any expendable items.

Chaos does not use any accessories, and has a specific unique set of Chaos-only equipment. He is level 44, so if your party lead is anywhere near his level, you have a fair shot at winning.

Chaos must be defeated *three* times to win the final battle, so be sure to save your EX Mode for the last phase. Chaos can also use his Shinryu summon an unlimited number of times. Shinryu randomly bestows various effects used by other summons. It can severely decrease your bravery (similar to Omega Weapon) or triple Chaos's (similar to Tiamat). Occasionally, Shinryu will freeze Chaos's bravery (similar to Alexander's effect). This can be deadly if Chaos immediately follows up with Demonsdance.

Defeating Chaos concludes Scenario 013—but there is still one last challenge remaining, that of the free-roaming Scenario 000. Gather your strength and prepare your warriors...

An Untold Tale allows you to take a party of any characters on a legendary journey.

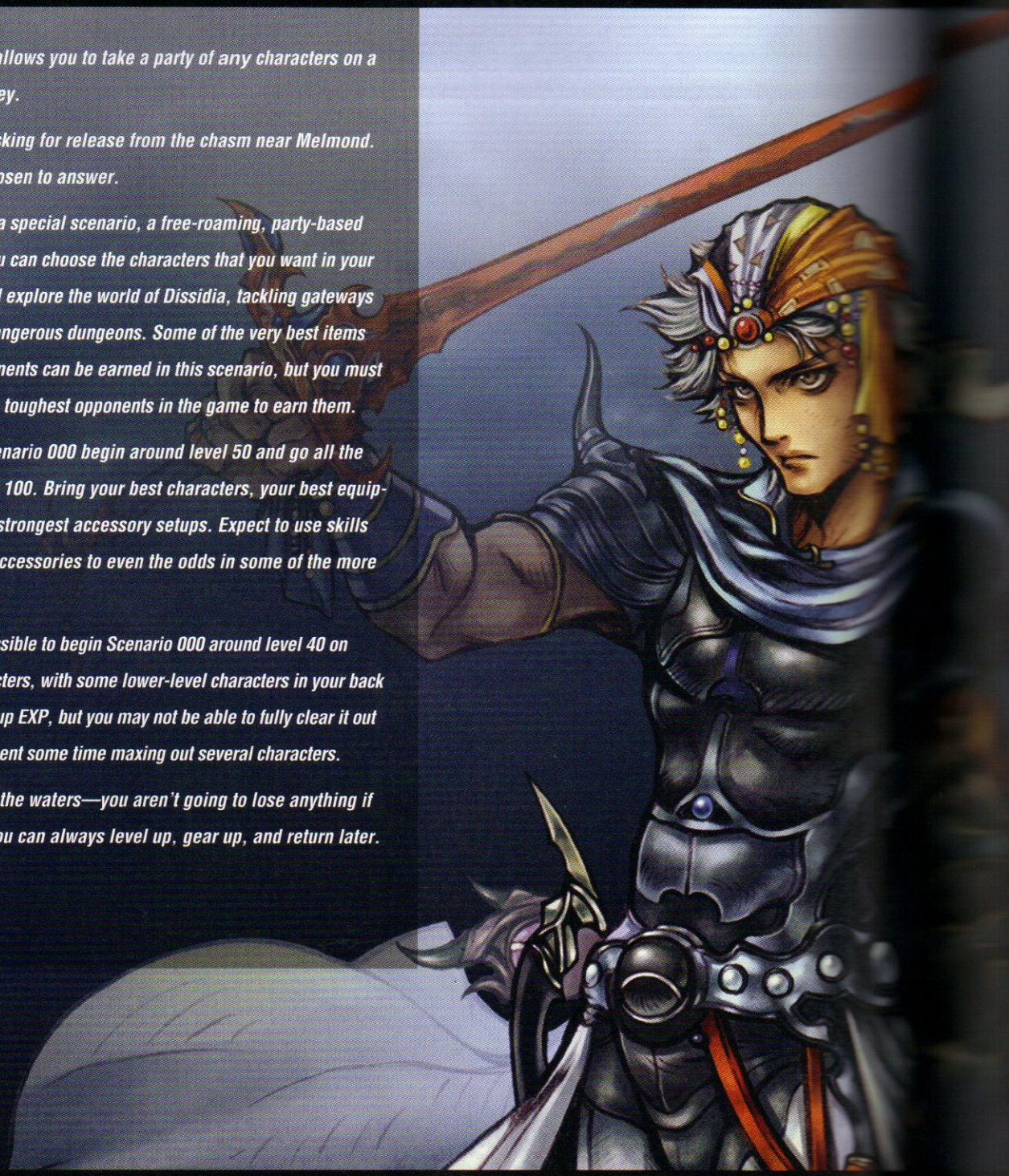
A voice calls, asking for release from the chasm near Melmond. Your party is chosen to answer.

Scenario 000 is a special scenario, a free-roaming, party-based world, where you can choose the characters that you want in your party of five, and explore the world of Dissidia, tackling gateways and exploring dangerous dungeons. Some of the very best items and item components can be earned in this scenario, but you must face some of the toughest opponents in the game to earn them.

Gateways in Scenario 000 begin around level 50 and go all the way above level 100. Bring your best characters, your best equipment, and your strongest accessory setups. Expect to use skills and breakable accessories to even the odds in some of the more difficult gates.

It is certainly possible to begin Scenario 000 around level 40 on your point characters, with some lower-level characters in your back ranks to sponge up EXP, but you may not be able to fully clear it out until you have spent some time maxing out several characters.

Dive in and test the waters—you aren't going to lose anything if you get stuck; you can always level up, gear up, and return later.



CONFESSIONS OF THE CREATOR

AN UNTOLD TALE

SCENARIO STRUCTURE

Scenario 000 is not set up the same way as the other two story scenarios. There are no discrete chapters, and you are not restricted in your travels throughout the world.

This chapter has been organized around the regions of the world. Each region contains a set of gateways, so wherever you happen to find yourself, you can check the region you are exploring and then locate the specific gateway you wish to enter. Another quirk of Scenario 000 is that there are no blue gates per se; instead, any red gate you complete becomes a blue gate, so you can revisit it. This is useful for leveling your characters and collecting KP as you need to, and it is also great if you want to gather specific items.

There is a Teleport Stone located right near your initial starting position on the map. This stone can be used to teleport to any area in the world. Initially, only the southern continent is unlocked, but once you travel north, you unlock more Teleport Stones on the northern continent.

UNLOCKING THE NORTHERN CONTINENT

Before you can pass the Southern Lufenia Gateway, located at the southernmost edge of the Mirage Sandsea, you must first completely clear the Chasm in the Rotting Land, a ten-floor dungeon located in the Melmond Fens region.

Once you have completed that dungeon and have acquired a very special new companion, you are able to enter the northern continent.

GOLD LOCK EMBLEMS

There are five gates in Scenario 000 that have special locked golden emblems. The key to opening these emblems is completing the dungeon "Chasm in the Rotting Land" in Melmond Fens. Once done, all five locks are released, and you can retrieve the treasure behind the locks.

The five gates are: Gate 01: Gateway to Departure, Gate 06: Gateway of the Great Will, Gate 07: Gateway of Melting Snows, Gate 10: Encounters and Treason, and Gate 12: Forgotten Trail.

WORLD TREASURE

Each area of the world has a few roaming Manikins and a set of treasures, as follows:

CORNELIA PLAINS (AREA 1)

- Chests: Crystal x3, Diamond

MELMOND FENS (AREA 2)

- Chests: Crystal x6, Diamond x2, KP Bonus x2

ELVEN SNOWFIELDS (AREA 3)

- Chests: Crystal x2, Diamond, Gold Angel, KP Bonus x2

ANCIENT VOLCANO RING – GULG (AREA 4)

- Chests: Crystal, Diamond x2, Gold Angel, KP Bonus

MIRAGE SANDSEA (AREA 5)

- Chests: Diamond x2, KP Bonus, Elixir, Gold Angel

BAHAMUT ISLES (AREA 6)

- Chests: Elixir, Diamond, Gold Angel, KP Bonus

LAND OF DISCORD (AREA 7)

- Chests: Elixir x3, KP Bonus, Gold Angel

CORNELIA PLAINS

You begin your journey in the peaceful Cornelia Plains, the safest region, and home to the lowest-level "intro" gates to get you started.

If your characters are still below level 100, you are going to need to spend some time in the sub-100 gateways, the Quick Battles, and the Labyrinth to level, but don't hesitate to return to Scenario 000 regularly to test your strength.

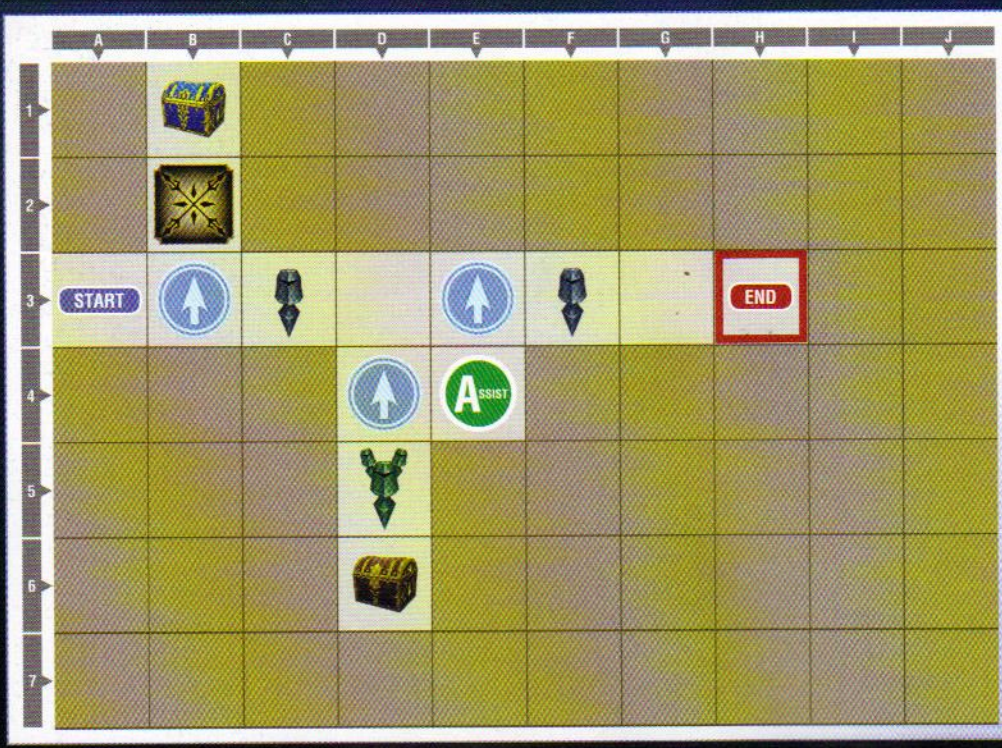
Intelligent fighting and good equipment can get you past enemies that are much higher level than you, and you need to learn to fight unfair odds at some point, anyway—enemy levels eventually go beyond 100!

GATE LOCATIONS

Gates are divided up per area here in the guide, but they are also tied directly to the world map with gate numbers to make it easier for you to find the information you need. Note that these gate numbers are *not* a strict order you need to follow. They are simply a reference for you to easily locate a specific gate on the world map. You are free to tackle (and repeat!) the gates in any order you find most comfortable!

GATE 01: GATEWAY TO DEPARTURE

▸ MAP



GATEWAY TO DEPARTURE

KP CHANCE	BRV Break within 30 sec
BONUS LINE	Lv50
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	30000 gil, B1
B	Pink Tail, D6
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fleeting Flash	39	Orphan's Cradle (Ω)	C3	4068	1766	Hyper Ring, HP=100% x8
Idle Sky Pirate	39	Sky Fortress Bahamut (Ω)	F3	4689	1672	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Fallacious Tree	51	The Rift (Ω)	D5	5549	2918	White Cape, BRV ≥ Base Value x8
Phantasmal Harlequin	51	Kefka's Tower (Ω)	D5	6495	2327	Protect Stud, BRV ≥ Base Value x8
Imaginary Champion	51	Planet's Core (Ω)	D5	5549	2419	Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Transient Witch	52	Ultimecia's Castle (Ω)	D5	6215	2467	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Capricious Reaper	52	Crystal World (Ω)	D5	5912	2541	Hyper Ring, Near Loss x7

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

KP CHANCES

This gate, and many other gates in Scenario 000, have much tougher KP requirements than the gates in Scenarios 012 or 013. You may wish to make use of KP reset chances if you're actively farming KP. In general it is easier to generate KP in the lower level gates of Scenario 012 or 013, but you can certainly do it here, particularly once your party is high level and well equipped. Remember, there's nothing wrong with not generating KP. You aren't penalized in any other way for exceeding the bonus line; when you need KP, you can always go and get it.

Three blue emblems here—one for every active Manikin.

This gate is a good introduction to the difficulty you face in Scenario 000—every Manikin is using a unique accessory setup.

These setups should be very familiar to you from the many Manikins you have faced up to this point in Scenario 012, 013, and possibly Quick Battles and the Labyrinth, as well.

ALLY BATTLES

There is one new big oddity in these gates: you can fight your allies!

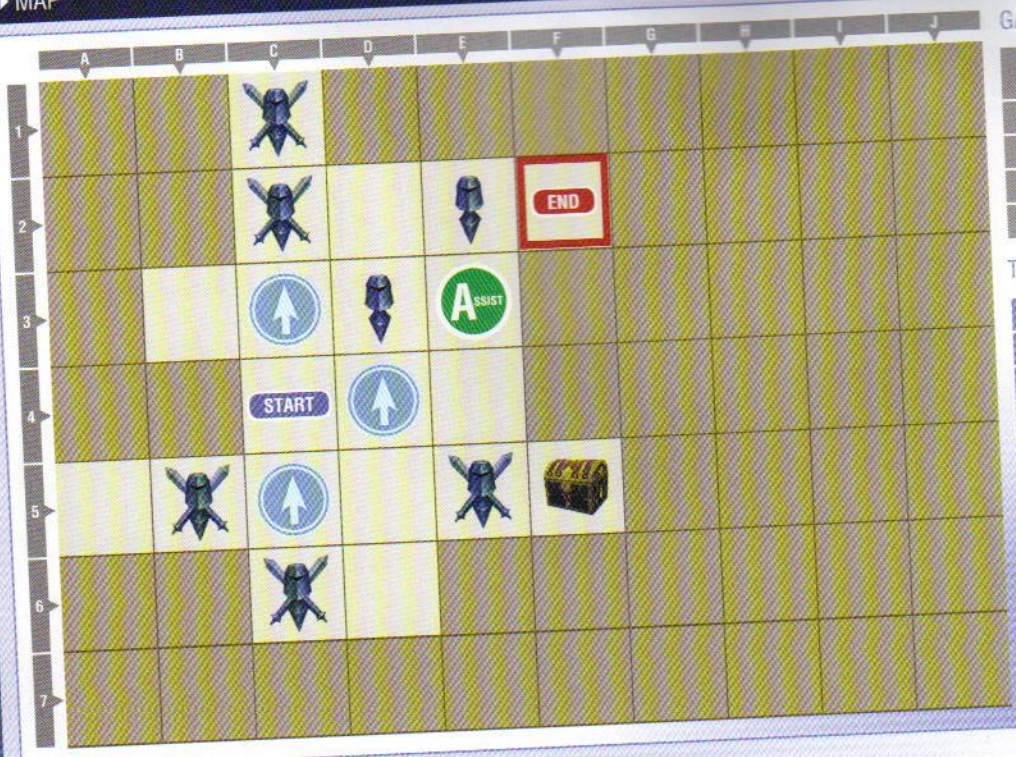
All of the allies are level 100 and come equipped with a full set of high-level gear and a full accessory loadout. Check a gate to see if it has an Assist—if it does, you can face them in battle.

RANDOM ALLIES

The ally system is different in Scenario 000, as well. Instead of specific Assists, you are given a random Assist Character pulled from the roster of either Cosmos or Chaos warriors.

GATE 02: GATEWAY OF GOOD AND EVIL

▸ MAP



GATEWAY OF GOOD AND EVIL

KP CHANCE	BRV Break within 30 sec
BONUS LINE	Lv50
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Tome of Mysteries, F5
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Witch	52	Ultimecia's Castle (Ω)	C1	6215	2428	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Fallacious Tree	51	The Rift (Ω)	C2	5549	2916	White Cape, BRV ≥ Base Value x8
Counterfeit Youth	41	Crystal Tower	E2	4773	1607	Hyper Ring, Near Opponent x6
Fallacious Wanderer	42	The Rift (Ω)	D3	4140	1824	Hyper Ring, Near Opponent x6
Ephemeral Phantom	52	Dream's End (Ω)	E5	5397	2438	Hyper Ring, Near Loss x7
Imitation Despot	50	Pandaemonium - Top Floor	C6	5717	2178	Hyper Ring, Near Opponent x6
Counterfeit Wraith	50	World of Darkness (Ω)	B5	5790	2081	Hyper Ring, BRV ≥ Base Value x9

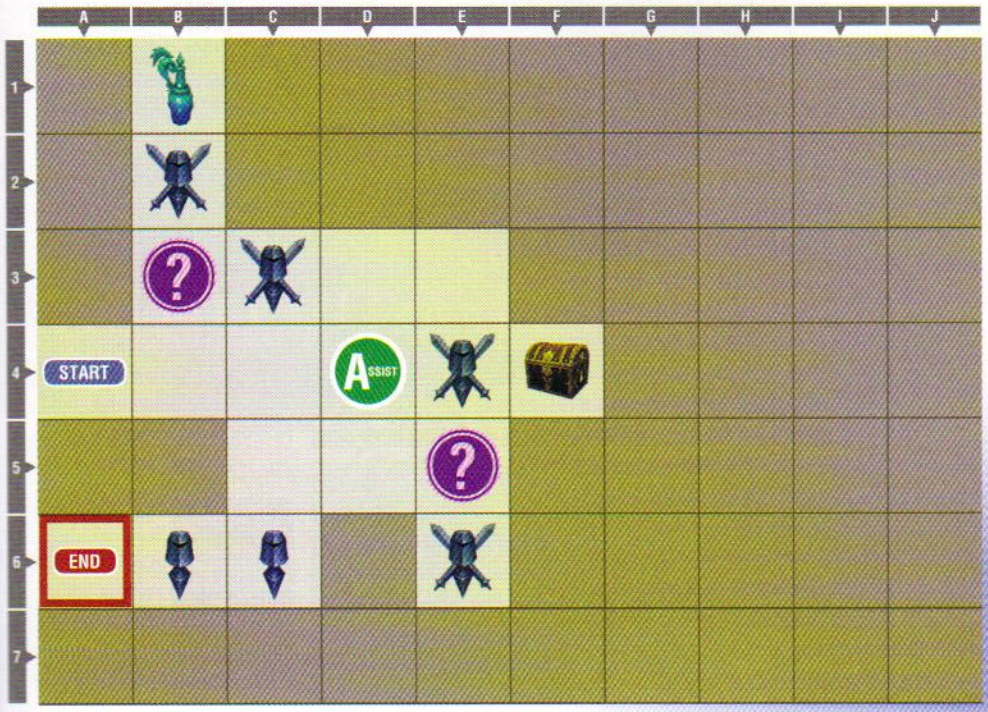
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There are three blue emblems in this gate.

Most of the Manikins here are using a Near Opponent setup, so either change your point character to a ranged fighter, or simply try to keep your distance after landing a blow.

GATE 03: BEYOND THE CONTINENT

▸ MAP



BEYOND THE CONTINENT

KP CHANCE	Win battle within 30 sec
BONUS LINE	Lv50
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Potion, B1
B	Pink Tail, F4
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Harlequin	51	Kefka's Tower (Ω)	B2	6495	1943	Protect Stud, BRV ≥ Base Value x8
Imaginary Champion	51	Planet's Core (Ω)	C3	5549	1818	Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Ephemeral Phantom	52	Dream's End (Ω)	E4	6056	1887	Hyper Ring, Near Loss x7
Capricious Reaper	52	Crystal World (Ω)	E6	5947	1913	Hyper Ring, Near Loss x7
Imaginary Soldier	43	Planet's Core (Ω)	C6	4614	1325	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Capricious Thief	43	M.S. Prima Vista	B6	4614	1363	Pearl Necklace, Dragonfly Orb, Attractorb, Break x6

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There are two purple emblems on this battleboard.

With a mix of Near Loss and EX Mode—focused Manikins here, you can make good use of assist attacks to shut down your enemies' EX bonuses if you need an edge.

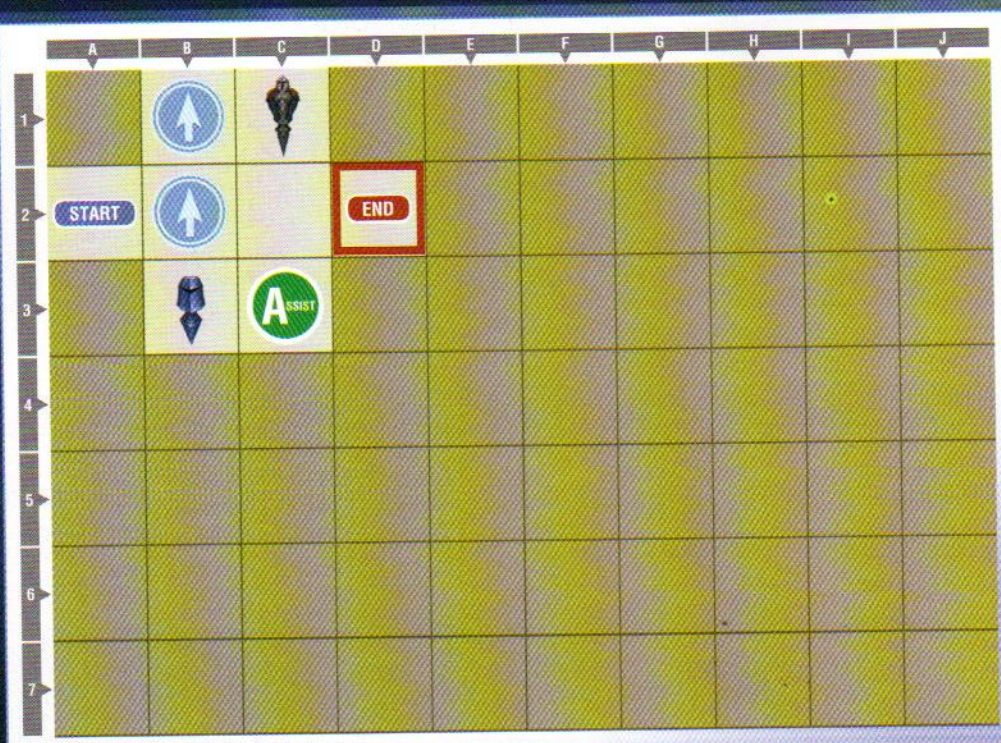
MELMOND FENS

There are only two gates in this region, and both lead to multi-floor dungeons. Make sure you're prepared before you tackle either of them.

The Chasm is 10 floors, while the Curses dungeon is 5. The Chasm must be completed before you can travel past the Southern Lufenia Gateway to reach the Mirage Sandsea in the northeast of the world map.

DUNGEON 04: CHASM IN THE ROTTING LAND (FLOOR 01)

▸ MAP



CHASM IN THE ROTTING LAND (FLOOR 01)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv70
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	—
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fleeting Flash	39	Orphan's Cradle (Ω)	B3	4871	1015	Hyper Ring, HP=100% x8
Warrior of Antiquity	72	Sky Fortress Bahamut (Ω)	C1	7345	3402	Arcane Resin, Pearl Necklace, Dragonfly Orb, Attractorb, Break x6

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

DUNGEONS

The Chasm is the first of several dungeons scattered about the landscape of Scenario 000. These multi-floor affairs must be tackled in one shot, so be sure that your party is prepared before you enter.

This particular dungeon has 10 floors, and your quest begins with a cry for help from a Moogle trapped within...

There is no way to avoid fights with tough Manikins here, so be ready for them before you even set foot in this dungeon.

Two blue emblems to help you out here.

There are initially no visible Manikins. Step forward to trigger the appearance of two—one weak, one tough.

The tough Manikin here is using an EX power-boosting accessory set, based on Bravery Break.

DUNGEON 04: CHASM IN THE ROTTING LAND (FLOOR 02)

▸MAP

CHASM IN THE ROTTING LAND (FLOOR 02)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv70
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Destruction Resin, E1
B	Moore Log, B4
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Horror of Antiquity	73	Empyreal Paradox (Ω)	D1	7653	3422	Hyper Ring, No BRV Damage, HP=100% x8
Fallacious Giant	74	The Rift (Ω)	C2	7421	3407	Hyper Ring, After 15 Seconds, After 30 Seconds x5, After 45 Seconds, After 60 Seconds, After 90 Seconds
Delusory Dragoon	39	Lunar Subterrane (Ω)	B3	4421	896	Hyper Ring, Near Loss x7

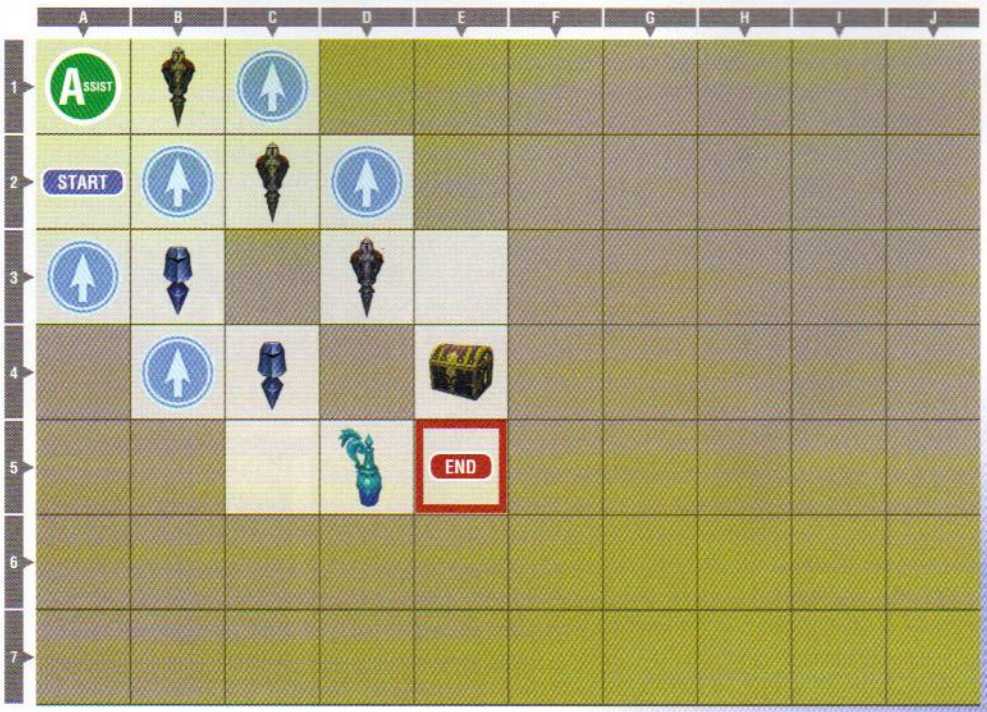
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Three blue emblems here. Step onto the southeast emblem to trigger the appearance of the Manikins and treasure chests.

One of the two tough Manikins here has a simple HP=100% setup, but the other has a power over time build, so you need to take it down quickly before it becomes dangerous.

DUNGEON 04: CHASM IN THE ROTTING LAND (FLOOR 03)

▸ MAP



CHASM IN THE ROTTING LAND (FLOOR 03)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv70
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Banish/Death, E4
B	Potion, D5
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Horror of Antiquity	80	Empyreal Paradox (Ω)	B1	7699	4005	Hyper Ring, No BRV Damage, HP=100% x8
Lady of Antiquity	79	Empyreal Paradox (Ω)	C2	7971	3763	Hyper Ring, HP=100% x4, BRV ≥ Base Value x5
Warrior of Antiquity	79	Sky Fortress Bahamut (Ω)	D3	8154	3647	Arcane Resin, Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Transient Gunner	40	Ultimecia's Castle (Ω)	C4	4785	847	Zephyr Cloak, Heart's Ease, Near Loss x8
Counterfeit Youth	41	Crystal Tower	B3	4080	1064	Hyper Ring, Near Opponent x6

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

A massive five blue emblems are here to help you along—and it's a good thing, since there are three hard Manikins here.

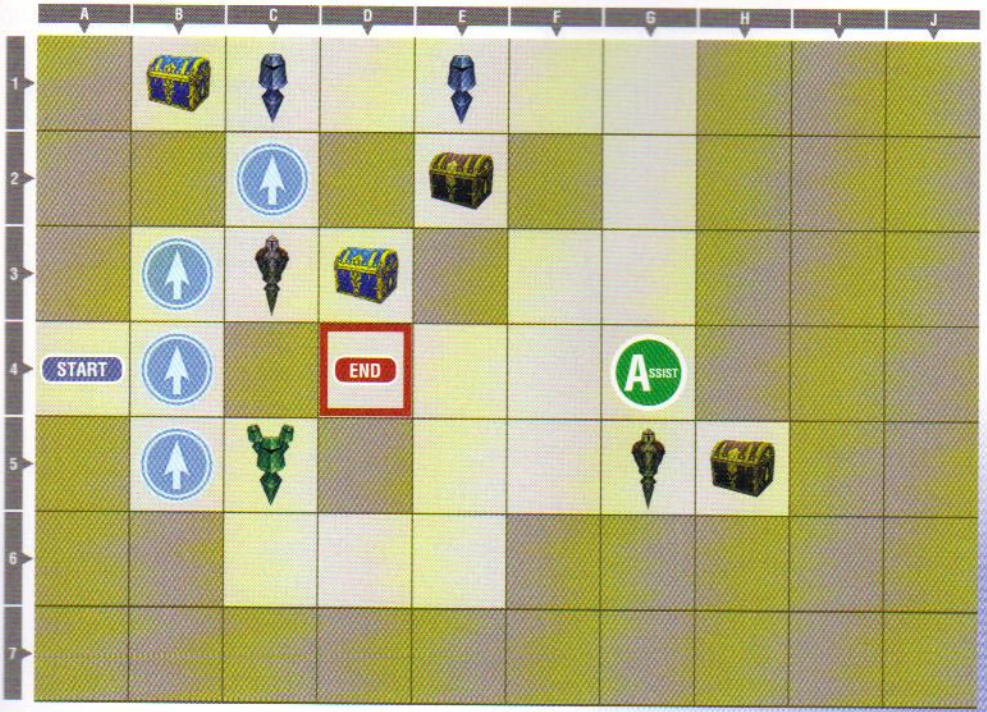
The "weak" Manikins here are weak mostly because of their level, not because of their accessories. Don't expect to see Cursed Rings in this scenario!

RARE SKILL

The Banish/Death skill automatically defeats lower-level Manikins in a chain. You can use it to clear out some easy fights on a floor that has a lot of enemies weaker than your party leader.

DUNGEON 04: CHASM IN THE ROTTING LAND (FLOOR 04)

▸MAP



CHASM IN THE ROTTING LAND (FLOOR 04)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv70
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Bismarck Spine, B1
B	Multichain, E2
C	Diamond Ring, H5
D	Siren's Veil, D3

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ephemeral Summoner	40	Dream's End (Ω)	C1	4533	859	Hyper Ring, BRV ≥ Base Value x9
Imaginary Brawler	40	Planet's Core (Ω)	E1	3782	894	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds, x2, After 60 Seconds, After 90 Seconds
Imaginary Champion	82	Planet's Core (Ω)	G5	8068	3717	Arcane Resin, Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Counterfeit Wraith	80	World of Darkness (Ω)	C5	8032	3415	Hyper Ring, HP=100% x4, BRV ≥ Base Value x5
Delusory Warlock	81	Lunar Subterrane (Ω)	C5	8275	2086	Hyper Ring, Near Loss x9
Imitation Despot	80	Pandaemonium - Top Floor	C3	8032	3718	Hyper Ring, Far from Opponent x6

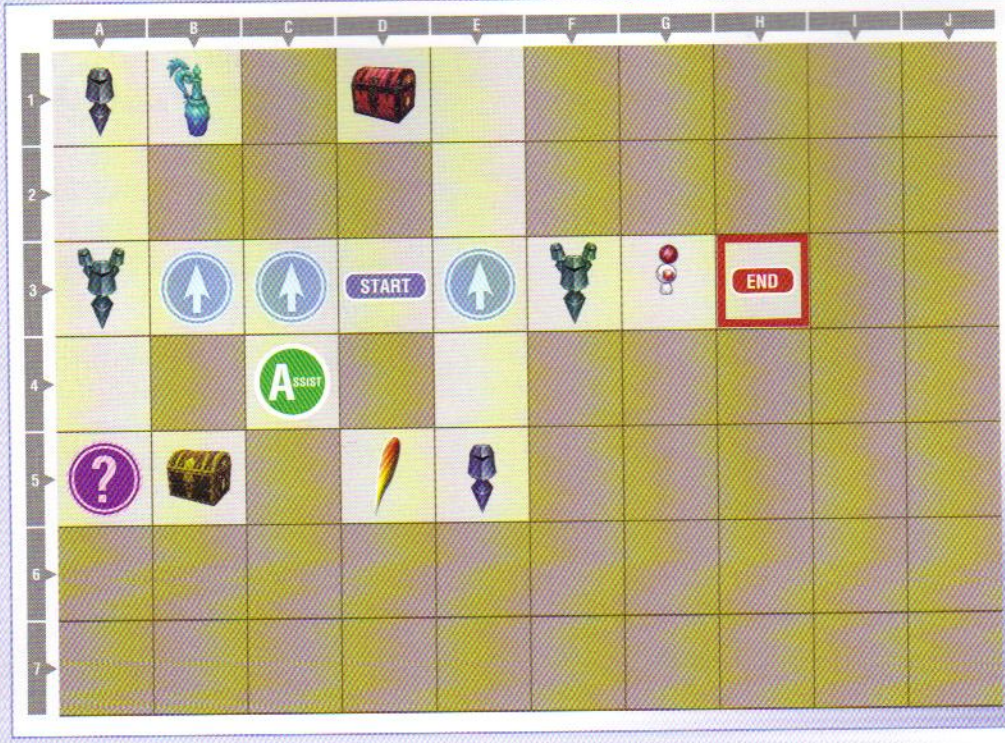
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Almost every Manikin in here has a Hyper Ring as a boosted accessory, so you can expect high damage output if their conditional accessories trigger.

There are four blue emblems to help you along on this battleboard, and four chests in the area to loot.

DUNGEON 04: CHASM IN THE ROTTING LAND (FLOOR 05)

▸ MAP



CHASM IN THE ROTTING LAND (FLOOR 05)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv70
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Potion, B1
B	Kitchen Timer, D1
C	Phoenix Down, D5
D	Diamond Ring, B5

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Knight	42	Lunar Subterrane (Ω)	A1	4639	603	Zephyr Cloak, Heart's Ease, Near Loss x8
Fleeting Flash	39	Orphan's Cradle (Ω)	F3	4372	628	Hyper Ring, HP=100% x8
Ephemeral Summoner	40	Dream's End (Ω)	F3	5052	669	Hyper Ring, BRV ≥ Base Value x9
Transient Lion	43	Ultimecia's Castle (Ω)	F3	4845	768	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Imaginary Soldier	43	Planet's Core (Ω)	E5	5149	658	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Fallacious Tree	81	The Rift (Ω)	A3	8275	3331	White Cape, Near Death x8
Phantasmal Harlequin	81	Kefka's Tower (Ω)	A3	8092	3393	Protect Stud, Near Death x8
Imaginary Champion	82	Planet's Core (Ω)	A3	8068	3379	Arcane Resin, Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Capricious Reaper	82	Crystal World (Ω)	D1	8315	3373	Hyper Ring, Near Loss x9

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

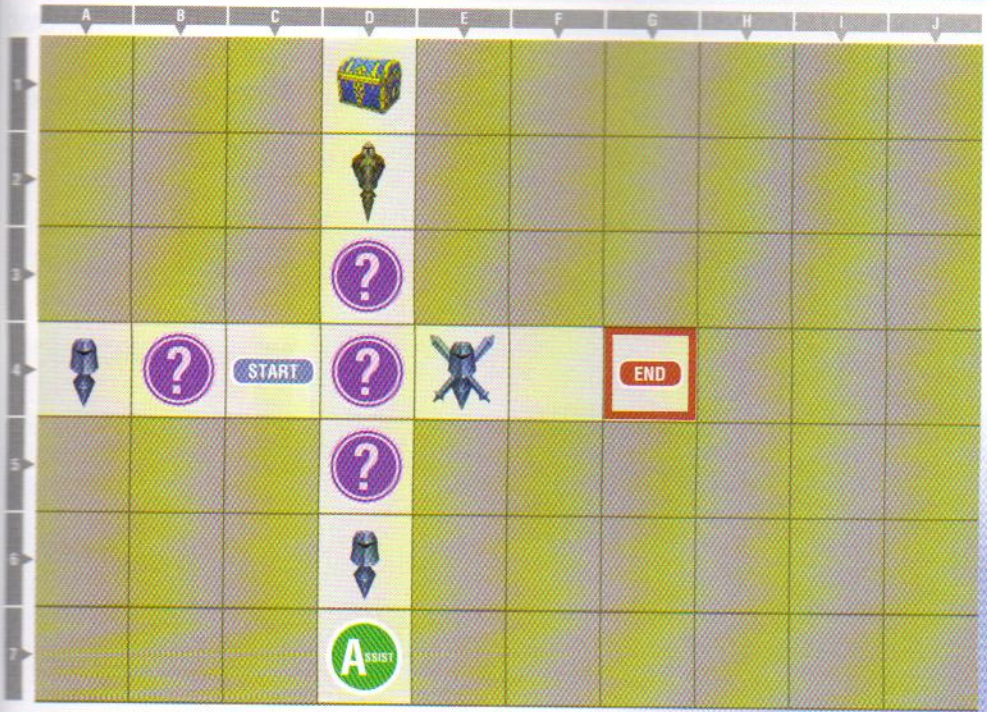
Three blue emblems here, a purple emblem isolated to the southwest—and is that a Moogle to the east that you see? Why yes, it is! Touch the Moogle to be granted the Moogle Summonstone.

There are several impassable gaps in the terrain here. Clear out the Manikins to make the missing emblems appear. Not a lot of high-level Manikins here; only the party on the west side is above the 40s.

Beware the red chest to the north: it is trapped with a hard Manikin fight. Defeating it gives you the item it guards.

DUNGEON 04: CHASM IN THE ROTTING LAND (FLOOR 06)

▸MAP



CHASM IN THE ROTTING LAND (FLOOR 06)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv70
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Siren's Veil, D1
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Knight	42	Lunar Subterrane (Ω)	A4	4870	492	Zephyr Cloak, Heart's Ease, Near Loss x8
Transient Witch	82	Ultimecia's Castle (Ω)	D2	8153	3257	Iifa Dew, Force to Courage, Pearl Necklace, Attractorb, Near Loss x6
Capricious Reaper	52	Crystal World (Ω)	E4	6288	1058	Hyper Ring, Near Loss x7
Imitation Liegeman	41	Pandaemonium (Ω)	D6	4311	545	Hyper Ring, HP=100% x8

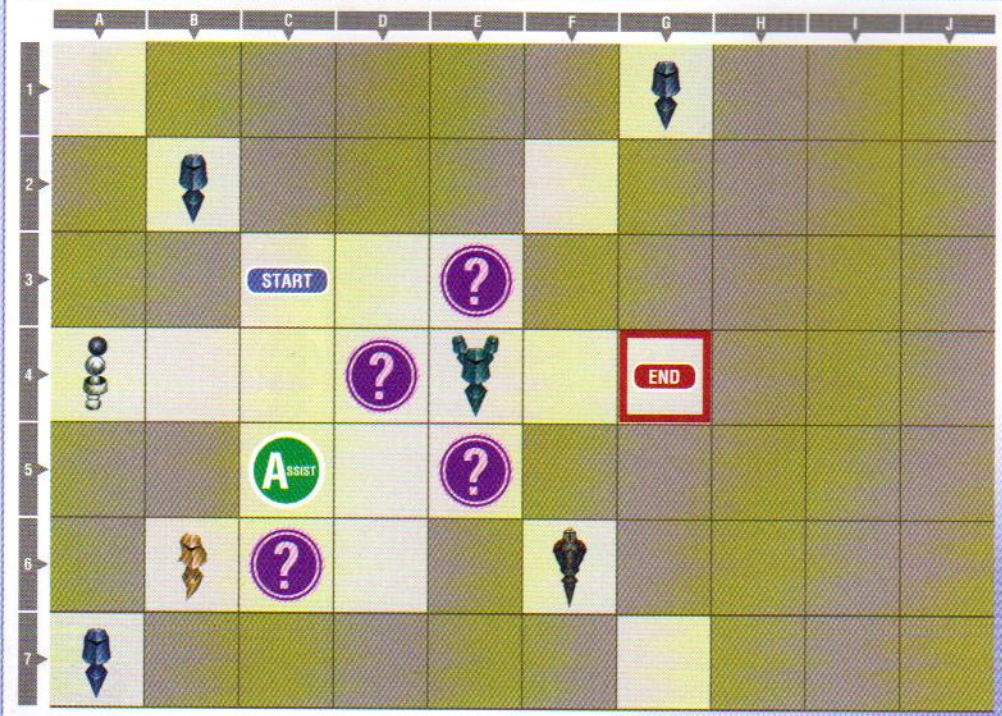
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Four purple emblems here, and a slightly less friendly group of foes. You must either accept their effects, or use a chain to choose your preferred one to tackle a few extra Manikins.

Only four Manikins oppose you here, however, so this floor is a breather after the last.

DUNGEON 04: CHASM IN THE ROTTING LAND (FLOOR 07)

▸MAP



CHASM IN THE ROTTING LAND (FLOOR 07)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv70
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	KP Silver Cup, A4
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Soldier	43	Planet's Core (Ω)	B2	4881	586	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Ephemeral Summoner	40	Dream's End (Ω)	G1	5088	420	Hyper Ring, BRV ≥ Base Value x9
Idle Sky Pirate	39	Sky Fortress Bahamut (Ω)	E4	4689	475	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Delusory Dragoon	39	Lunar Subterrane (Ω)	E4	4458	450	Hyper Ring, Near Loss x7
Ephemeral Phantom	82	Dream's End (Ω)	F6	8583	2858	Hyper Ring, Near Loss x9
Fallacious Tree	100	The Rift (Ω)	B6	1 *	4692	Arcane Resin, The Rotten, Hyper Ring, Near Opponent x5
Transient Lion	43	Ultimecia's Castle (Ω)	A7	4614	532	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

THE MOOGLE CUP

Wondering what that silver Moogle statue to the west is? It's a KP Silver Cup; collect it to double your KP!

Consider these a reward for fighting deep into difficult dungeons.

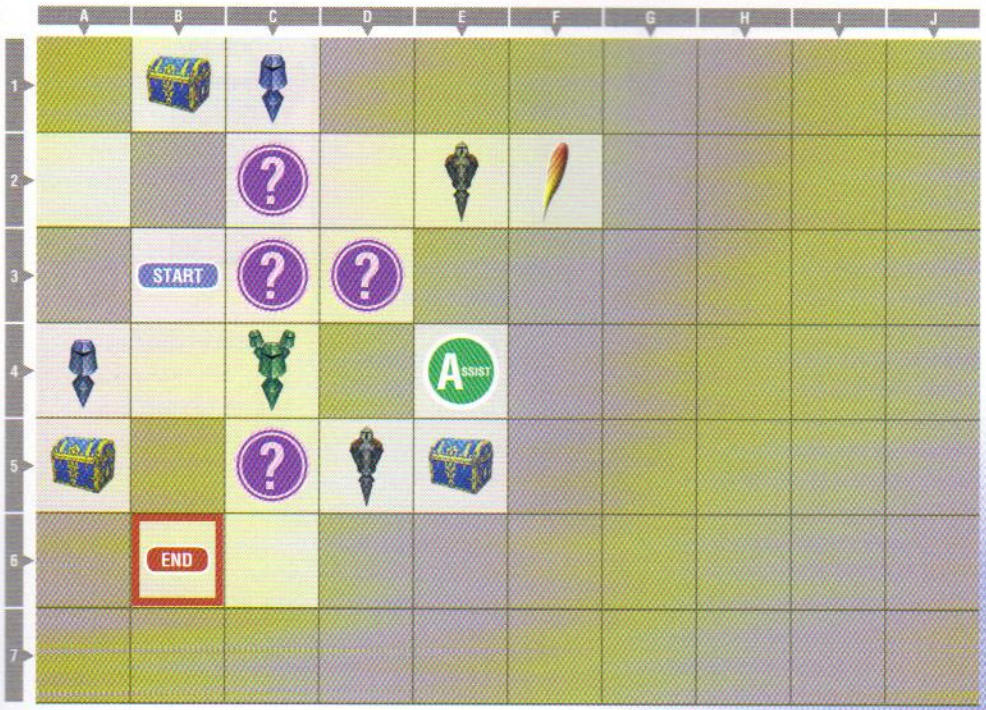
Four purple emblems here, and your first sight of a Gold Manikin in this dungeon. Defeat the party Manikin to the east to avoid fighting your Assist. Once the party Manikin is defeated, a path will open up to the Gold Manikin.

In some ways, the Gold Manikin is a gift, as it still has 1 HP, just like every other Gold Manikin, but because it is level 100, you get the benefit of more EXP and gil for defeating it.

The corner Manikins here can only be reached by using a chain.

DUNGEON 04: CHASM IN THE ROTTING LAND (FLOOR 08)

▸ MAP



CHASM IN THE ROTTING LAND (FLOOR 08)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv70
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Bismarck Spine, B1
B	Phoenix Down, F2
C	Moore Log, E5
D	Siren's Veil, A5

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Soldier	43	Planet's Core (Ω)	C1	4614	615	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Counterfeit Wraith	80	World of Darkness (Ω)	E2	8280	2699	Hyper Ring, HP=100% x4, BRV ≥ Base Value x5
Delusory Warlock	81	Lunar Subterrane (Ω)	D5	8275	2531	Hyper Ring, Near Loss x9
Fleeting Flash	39	Orphan's Cradle (Ω)	C4	4567	510	Hyper Ring, HP=100% x8
Idle Sky Pirate	39	Sky Fortress Bahamut (Ω)	C4	4992	504	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Delusory Dragoon	39	Lunar Subterrane (Ω)	C4	4458	450	Hyper Ring, Near Loss x7
Phantasmal Girl	42	Phantom Train	A4	4833	453	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds, x2, After 60 Seconds, After 90 Seconds

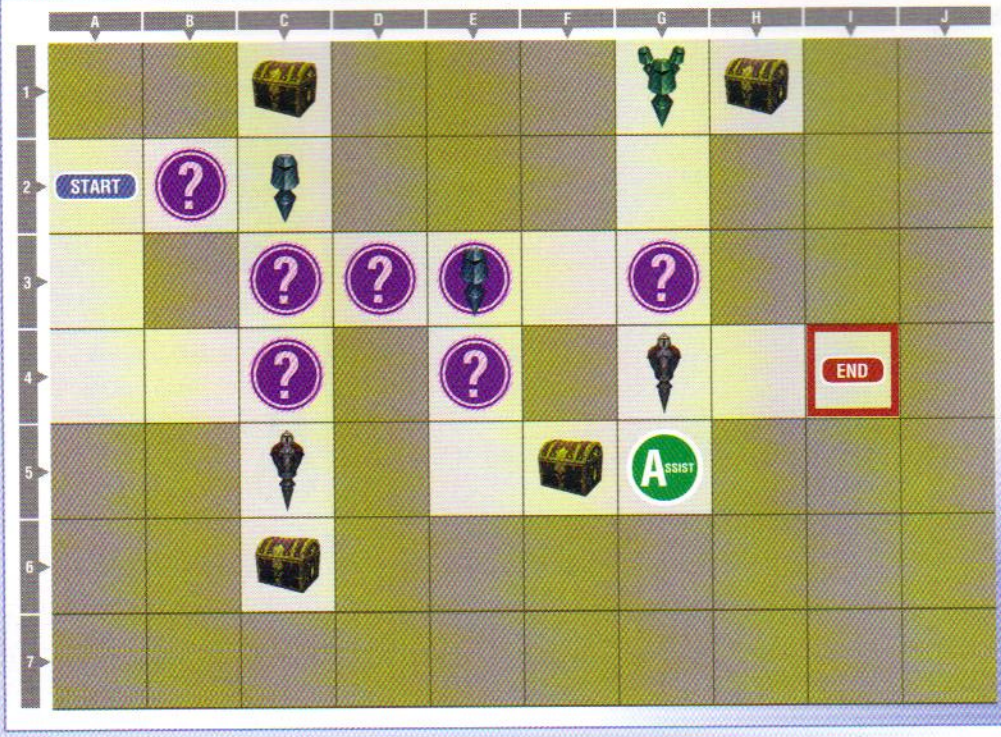
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There is a pretty standard mix of Manikins here; nothing unusual compared to what you have faced so far.

The central Manikin party only contains weak Manikins, but there are four purple emblems here. Without a chain, you will be unable to avoid using in two of the Manikin battles.

DUNGEON 04: CHASM IN THE ROTTING LAND (FLOOR 09)

▸ MAP



CHASM IN THE ROTTING LAND (FLOOR 09)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv70
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Jump Chain, C1
B	KP Switch, H1
C	Iifa Leaf, F5
D	Bomber Jacket, C6

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Dragoon	39	Lunar Subterrane (Ω)	C2	4689	449	Hyper Ring, Near Loss x7
Fallacious Wanderer	42	The Rift (Ω)	G1	4906	449	Hyper Ring, Near Opponent x6
Phantasmal Girl	42	Phantom Train	G1	5064	453	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds x2, After 60 Seconds, After 90 Seconds
Ephemeral Phantom	82	Dream's End (Ω)	G1	8315	2585	Hyper Ring, Near Loss x9
False Stalwart	80	Old Chaos Shrine (Ω)	G4	8215	2416	Hyper Ring, No BRV Damage, HP=100% x8
Capricious Thief	43	M.S. Prima Vista	E3	4808	564	Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Delusory Warlock	81	Lunar Subterrane (Ω)	C6	8275 *	2447	Hyper Ring, Near Loss x9

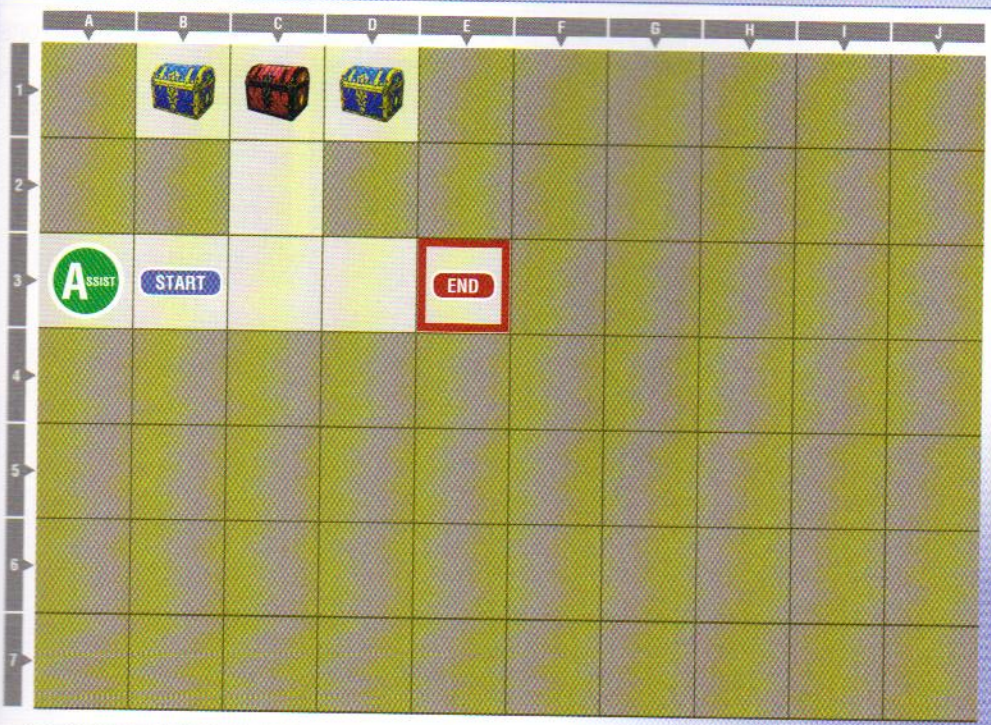
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Tons of purple emblems here, seven in total. You must make use of a chain skill if you want to avoid being forced to use specific emblems in battle.

There are three hard Manikins on this floor, with one in the party to the northeast, who can be skipped if you choose to do Round-Robin combat with the party.

DUNGEON 04: CHASM IN THE ROTTING LAND (FLOOR 10)

▸MAP



CHASM IN THE ROTTING LAND (FLOOR 10)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv70
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Siren's Veil, B1
B	Moore Log, C1
C	Taharka Husk, D1
D	—

Characters
Game Basics
Story Mode
Scenario 012
Scenario 013
Scenario 000
The Labyrinth
PP Catalog
Summonstones
Armaments
Accessories
Secrets

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fallacious Tree	90	The Rift (Ω)	C1	8427	3288	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

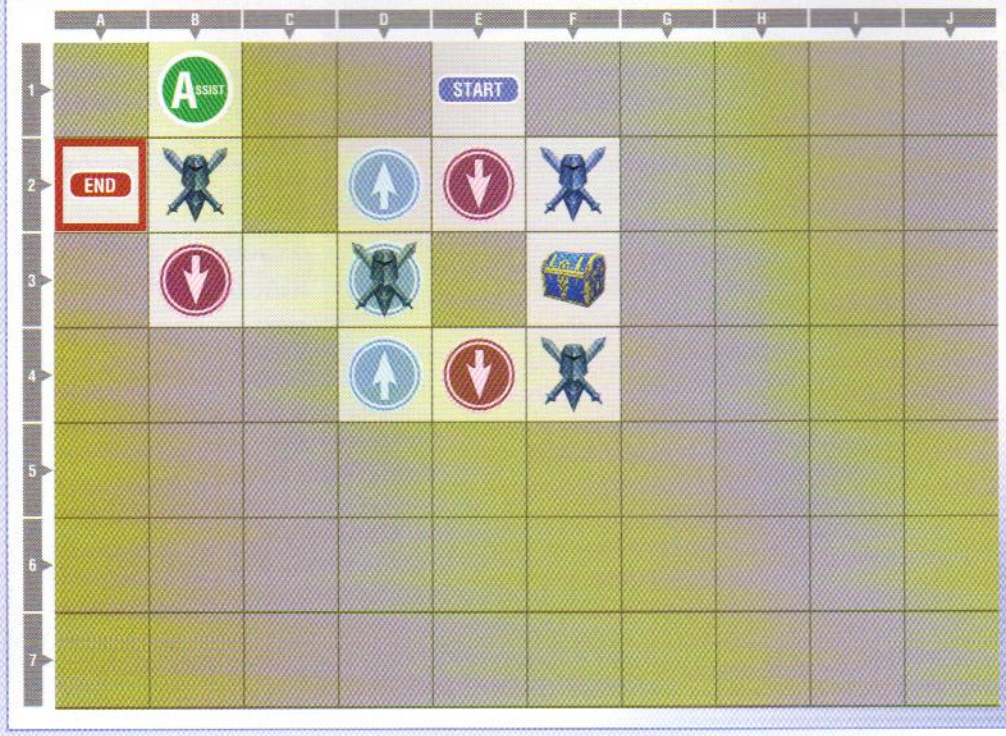
The final floor has no Manikins—except for the hard one guarding a red chest at C1.

Grab the other two chests, decide if you wish to face your Assist in battle, and then head for your goal—the Moogle who has been calling to you in the southeast of the board.

Completing this floor unlocks a new report, and should give you a very nice boost in KP.

DUNGEON 05: CURSES AND HOPES OF YORE (FLOOR 01)

▸ MAP



CURSES AND HOPES OF YORE (FLOOR 01)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv75
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Tiamat Carapace, F3
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Idle Sky Pirate	59	Sky Fortress Bahamut (Ω)	B2	6772	785	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Delusory Dragoon	59	Lunar Subterrane (Ω)	F2	6178	808	Hyper Ring, Near Loss x7
Ephemeral Summoner	60	Dream's End (Ω)	F4	6275	978	Hyper Ring, BRV ≥ Base Value x9
Lady of Antiquity	60	Empyreal Paradox (Ω)	D3	7137	930	Hyper Ring, Near Opponent x6

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Upon entering this gate, you encounter the irrepressible Shantotto. You must reach the bottom of this dungeon to meet her again.

This dungeon is a bit less friendly than the last—there are three blue emblems, but there are also three unavoidable red ones, unless you make use of a chain skill.

If you have no choice but to stand on the red emblems, swap your lead character to compensate. If the emblem drains your physical damage to 0, swap to a caster character, while if it drains magical damage, switch to a brawler. Other penalty effects can be weathered by any character; they just make the fights harder.

DUNGEON 05: CURSES AND HOPES OF YORE (FLOOR 02)

▸MAP

CURSES AND HOPES OF YORE (FLOOR 02)

KP GAIN	Win battle within 90 seconds
BONUS LINE	Lv75
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Valor Resin, A1
B	Sleipnir's Mane, D1
C	Round Chain, H5
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Horror of Antiquity	80	Empyreal Paradox (Ω)	C1	8215	2089	Hyper Ring, No BRV Damage, HP=100% x8
Fallacious Wanderer	62	The Rift (Ω)	D2	6964	829	Hyper Ring, Near Opponent x6
Transient Gunner	60	Ultimecia's Castle (Ω)	H2	5852	811	Zephyr Cloak, Heart's Ease, Near Loss x8
Delusory Knight	62	Lunar Subterrane (Ω)	H4	6397	1107	Zephyr Cloak, Heart's Ease, Near Loss x8
Capricious Thief	63	M.S. Prima Vista	B3	6942	913	Pearl Necklace, Dragonfly Orb, Attractorb, Break x6

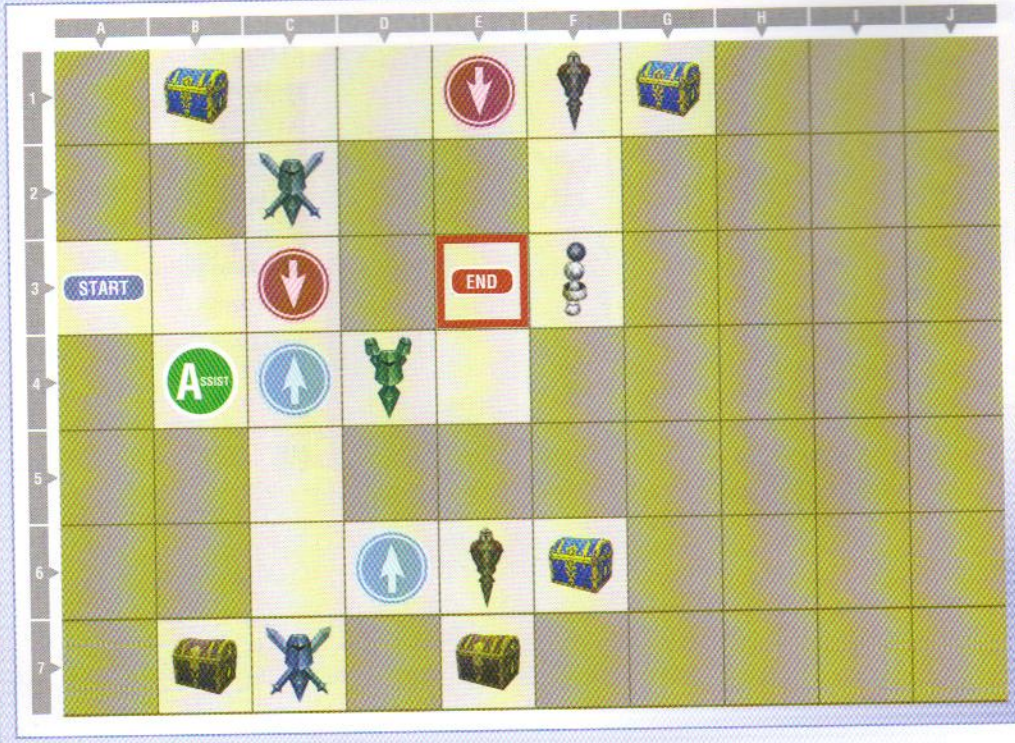
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Two blue and two red emblems here; one each of the physical- and magic-draining emblems that must be used if you don't use a chain skill.

Most of the Manikins on this floor are medium-strength, and the Manikin to the northeast needs to be hit with a chain to engage it.

DUNGEON 05: CURSES AND HOPES OF YORE (FLOOR 03)

▸ MAP



CURSES AND HOPES OF YORE (FLOOR 03)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv75
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Brass Ingot, B1
B	Shiva's Veil, G1
C	KP Silver Cup, F3
D	Catoblepas Eye, F6
E	Diamond Ring, E7
F	Gold Angel, B7

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fallacious Wanderer	62	The Rift (Ω)	C2	6132	836	Hyper Ring, Near Opponent x6
Counterfeit Wraith	89	World of Darkness (Ω)	F1	8366	2571	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, Pre-Assist, Summon Unused, BRV ≥ Base Value x2, EX Mode
Fallacious Giant	74	The Rift (Ω)	E6	7153	1188	Hyper Ring, After 15 Seconds, After 30 Seconds x5, After 45 Seconds, After 60 Seconds, After 90 Seconds
Horror of Antiquity	61	Empyreal Paradox (Ω)	C7	6393	728	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Transient Lion	63	Ultimecia's Castle (Ω)	D4	6262	863	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Capricious Thief	63	M.S. Prima Vista	D4	6942	822	Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Ephemeral Vision	63	Dream's End (Ω)	D4	6026	827	Zephyr Cloak, Heart's Ease, Near Loss x8
Lady of Antiquity	79	Empyreal Paradox (Ω)	D4	8219	1801	Hyper Ring, HP=100% x4, BRV ≥ Base Value x5

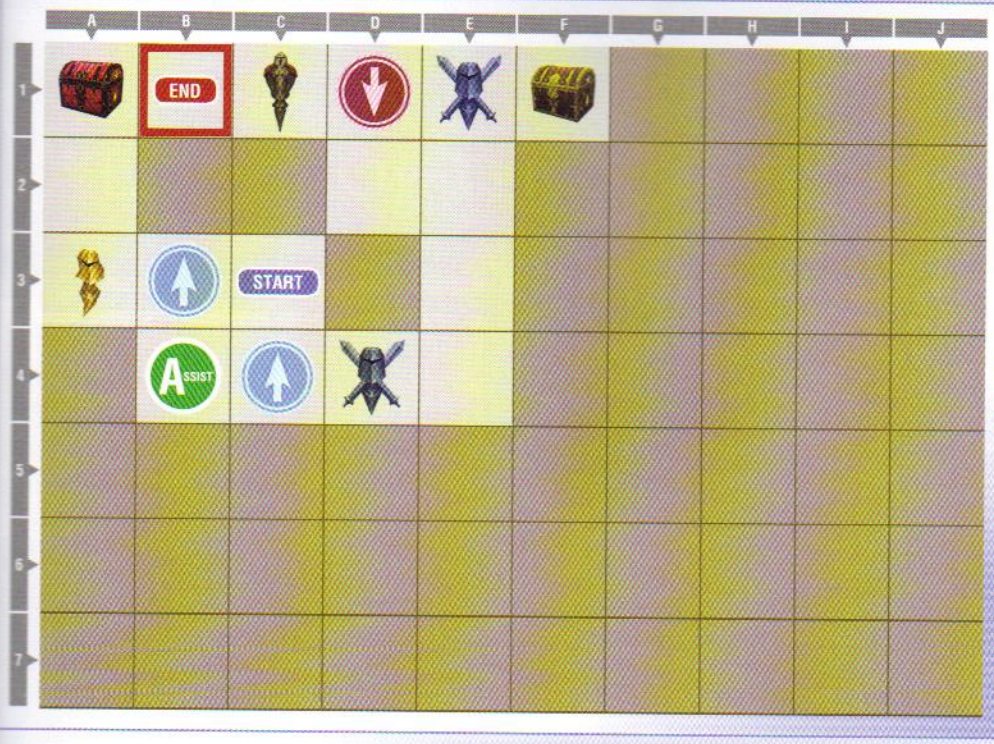
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There's a ton of treasure on this floor. Knock out all of the Manikins to open the various paths to the loot.

Several of the Manikins here are equipped with EX Mode boosting setups. Try to build up an assist attack and keep it handy, should you need it.

DUNGEON 05: CURSES AND HOPES OF YORE (FLOOR 04)

MAP



CURSES AND HOPES OF YORE (FLOOR 04)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv75
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Catoblepas Eye, A1
B	Iifa Dew, F1
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
False Stalwart	89	Old Chaos Shrine (Ω)	C1	9229	2630	Battle Ring, Battle Gem, Together As One, A Comrade's Vow, Pre-EX Mode, Pre-EX Revenge, Summon Unused, After 30 Seconds, BRV ≥ Base Value, First to Victory
Capricious Thief	63	M.S. Prima Vista	E1	7319	604	Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Imaginary Soldier	63	Planet's Core (Ω)	D4	6421	654	Arcane Resin, Muscle Belt, Earring, EX Mode x7
False Hero	100	Old Chaos Shrine (Ω)	A3	1	9273	The Rotten, Soul of the Sovereign
Delusory Warlock	90	Lunar Subterrane (Ω)	A1	8427	2745	Battle Ring, Battle Gem, Together As One, A Comrade's Vow, Pre-EX Mode, Pre-EX Revenge, Summon Unused, After 30 Seconds, BRV ≥ Base Value, First to Victory

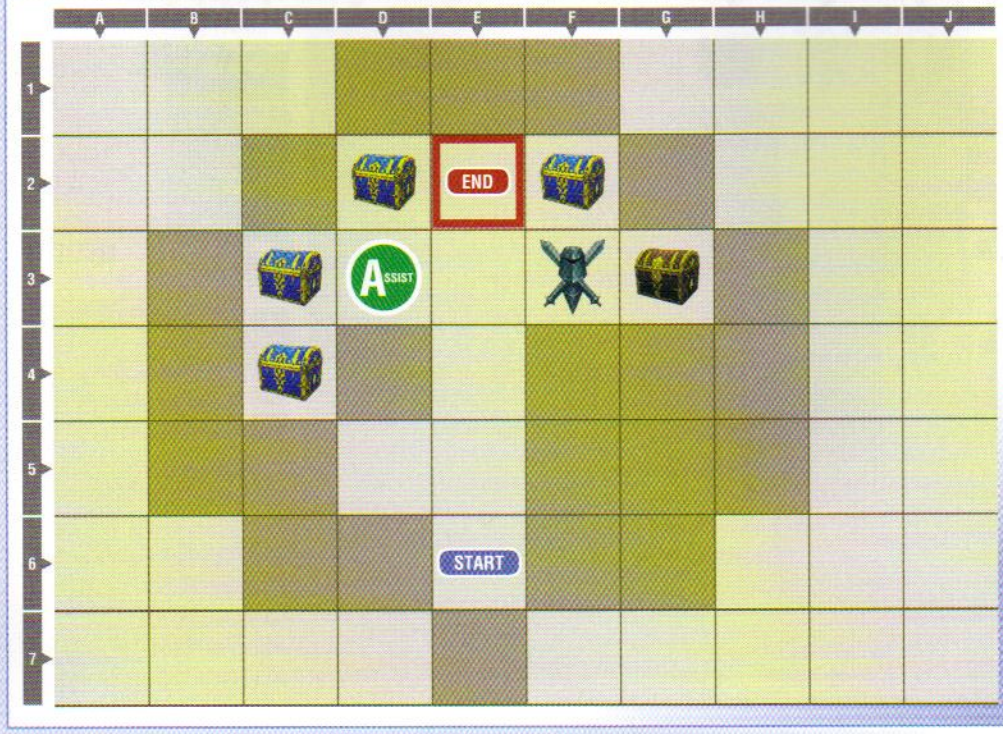
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There are two blue emblems and a red one on this battleboard, the red inconveniently located by the hardest Manikin.

Not a lot of serious opposition here, but the hard Manikins in the north and the chest are packing nasty accessory loadouts. The Gold Manikin is unusually simple, a completely standard 1 HP build with no frills.

DUNGEON 05: CURSES AND HOPES OF YORE (FLOOR 05)

▸ MAP



CURSES AND HOPES OF YORE (FLOOR 05)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv75
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Occurian Gem, D2
B	Catoblepas Eye, F2
C	Blonde Wig, G3
D	Bahamut Horn, C4
E	Tiamat Carapace, C3

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Horror of Antiquity	62	Empyreal Paradox (Ω)	F3	6573	756	Hyper Ring, No BRV Damage, HP=100% x8
Cosmos Assist	100	Order's Sanctuary (Ω)	D3	10299	2942	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Shantotto	70	Order's Sanctuary (Ω)	E2	8078	1391	Rebellious Soul, Blue Gem x9

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Only one Manikin on this floor, and then the final fight with Shantotto.

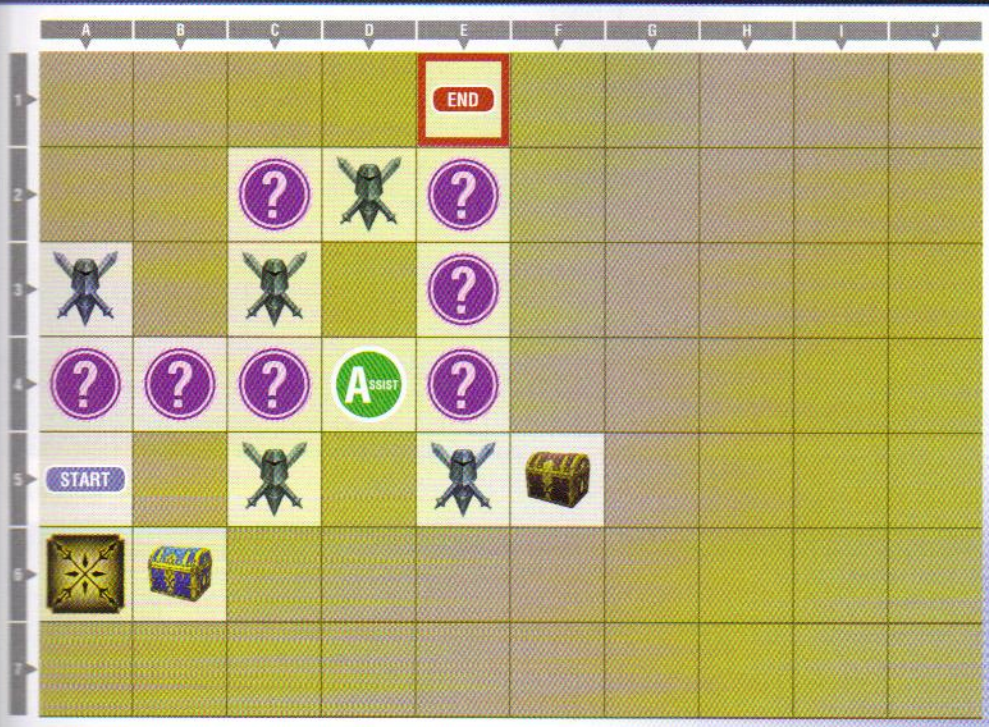
The three chests to the west are inaccessible unless you can defeat the Cosmos ally. This is a tall order the first time you enter this dungeon. If you're still comparatively low level, give it a shot. You can always come back later if it's too tough.

Before Shantotto will join you, you must defeat her in battle. She is actually *easier* than facing the ally fight here. Her accessory setup is a brute-force, unbreakable set of bravery boosting accessories, so focus on taking her down. You can't nullify her bonuses.

ELVEN SNOWFIELDS

GATE 06: GATEWAY OF THE GREAT WILL

▸MAP



GATEWAY OF THE GREAT WILL

KP CHANCE	Win battle within 30 seconds
BONUS LINE	Lv60
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Tome of Memories, F5
B	Pink Tail, B6
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Capricious Thief	63	M.S. Prima Vista	A3	7319	604	Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Fleeting Flash	59	Orphan's Cradle (Ω)	C3	6178	759	Hyper Ring, HP=100% x8
Idle Sky Pirate	59	Sky Fortress Bahamut (Ω)	D2	6396	792	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Transient Lion	63	Ultimecia's Castle (Ω)	E5	6297	800	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Imaginary Soldier	63	Planet's Core (Ω)	C5	6458	728	Arcane Resin, Muscle Belt, Earring, EX Mode x7

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

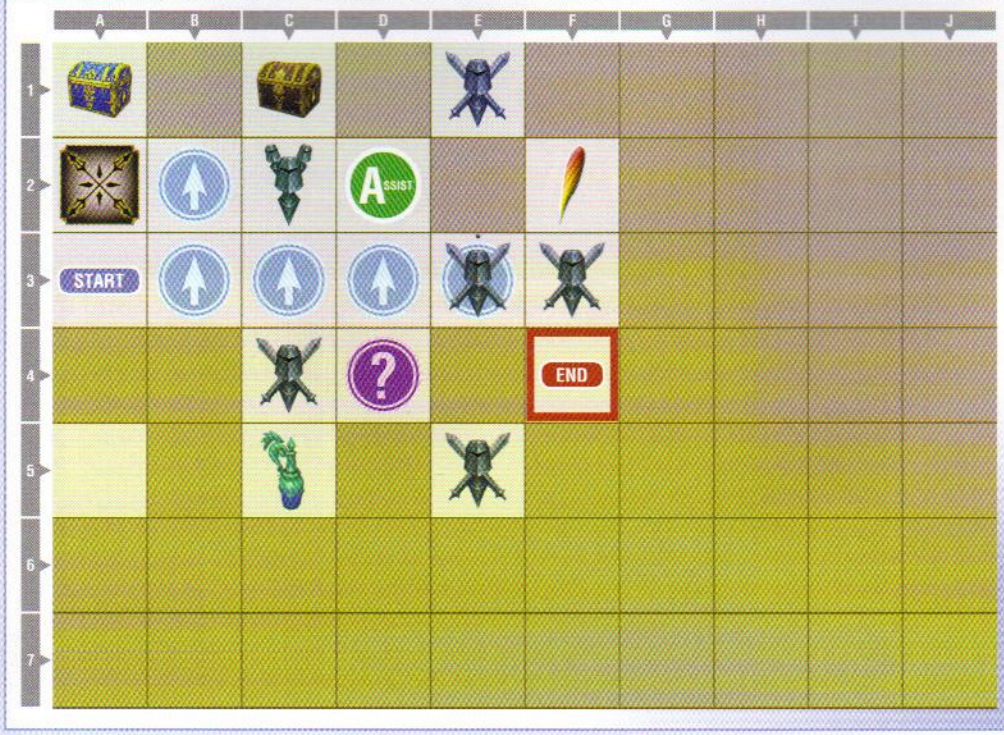
This gate has a pretty nasty KP Chance rule, so either don't worry about the KP, or bring a nullifier skill to wipe out the condition.

Tons of purple emblems here—seven in total. You can take advantage of them with chains if you don't want to be forced into using specific emblems.

All medium-strength Manikins here; if you're of an appropriate level, this gate isn't too difficult to tackle.

GATE 07: GATEWAY OF MELTING SNOWS

▸MAP



GATEWAY OF MELTING SNOWS

KP CHANCE	Win battle within 60 seconds
BONUS LINE	Lv60
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Pink Tail, A1
B	Tome of Mysteries, C1
C	Phoenix Down, F2
D	Potion, C5

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Warlock	50	Lunar Subterrane (Ω)	C2	6386	391	Hyper Ring, Near Loss x7
Fallacious Tree	51	The Rift (Ω)	C2	5549	588	White Cape, BRV ≥ Base Value x8
Ephemeral Phantom	52	Dream's End (Ω)	C2	6094	441	Hyper Ring, Near Loss x7
Fallacious Wanderer	62	The Rift (Ω)	E1	6509	665	Hyper Ring, Near Opponent x6
Transient Witch	52	Ultimecia's Castle (Ω)	E3	6094	633	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
Phantasmal Harlequin	51	Kefka's Tower (Ω)	F3	6374	522	Protect Stud, BRV ≥ Base Value x8
Delusory Knight	62	Lunar Subterrane (Ω)	E5	6396	617	Zephyr Cloak, Heart's Ease, Near Loss x8
Counterfeit Youth	61	Crystal Tower	C4	6448	692	Hyper Ring, Near Opponent x6

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

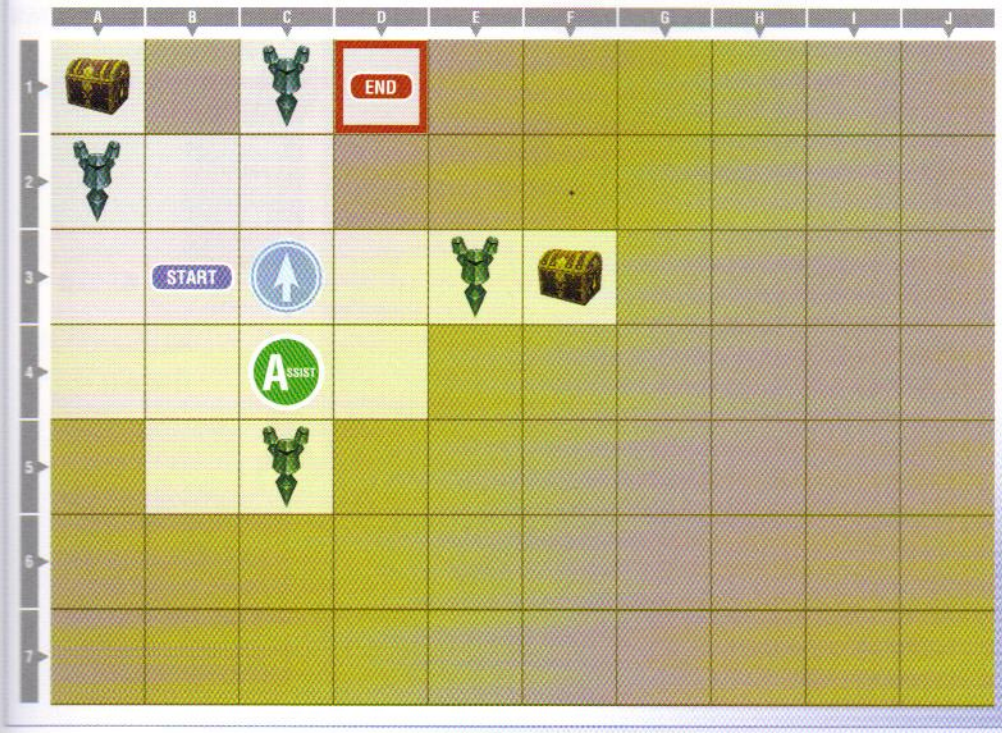
Five blue and a single purple emblem here to help you along—also a Phoenix Down and a Potion, so there are plenty of resources to keep you going.

Two of the medium-strength Manikins in the northeast and southeast require a chain to reach.

There are quite a few Manikins here, but it is not necessary to face them all if you wish to move through this battleboard quickly.

GATE 08: FROZEN CONTINENT

MAP



FROZEN CONTINENT

KP CHANCE	BRV Break within 30 sec
BONUS LINE	Lv60
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Pink Tail, A1
B	Tome of Lies, F3
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Brawler	60	Planet's Core (Ω)	A2	6238	757	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds x2, After 60 Seconds, After 90 Seconds
Transient Gunner	60	Ultimecia's Castle (Ω)	A2	6080	920	Zephyr Cloak, Heart's Ease, Near Loss x8
Phantasmal Harlequin	51	Kefka's Tower (Ω)	C1	6374	522	Protect Stud, BRV ≥ Base Value x8
Imaginary Champion	51	Planet's Core (Ω)	C1	5549	551	Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Ephemeral Summoner	60	Dream's End (Ω)	E3	5934	798	Hyper Ring, BRV ≥ Base Value x9
False Hero	61	Old Chaos Shrine (Ω)	E3	5995	717	Arcane Resin, Muscle Belt, Earring, EX Mode x7
Imitation Liegeman	61	Pandaemonium (Ω)	E3	6857	633	Hyper Ring, HP=100% x8
Imitation Despot	50	Pandaemonium - Top Floor	C5	6652	466	Hyper Ring, Near Opponent x6
Counterfeit Wraith	50	World of Darkness (Ω)	C5	6131	532	Hyper Ring, BRV ≥ Base Value x9

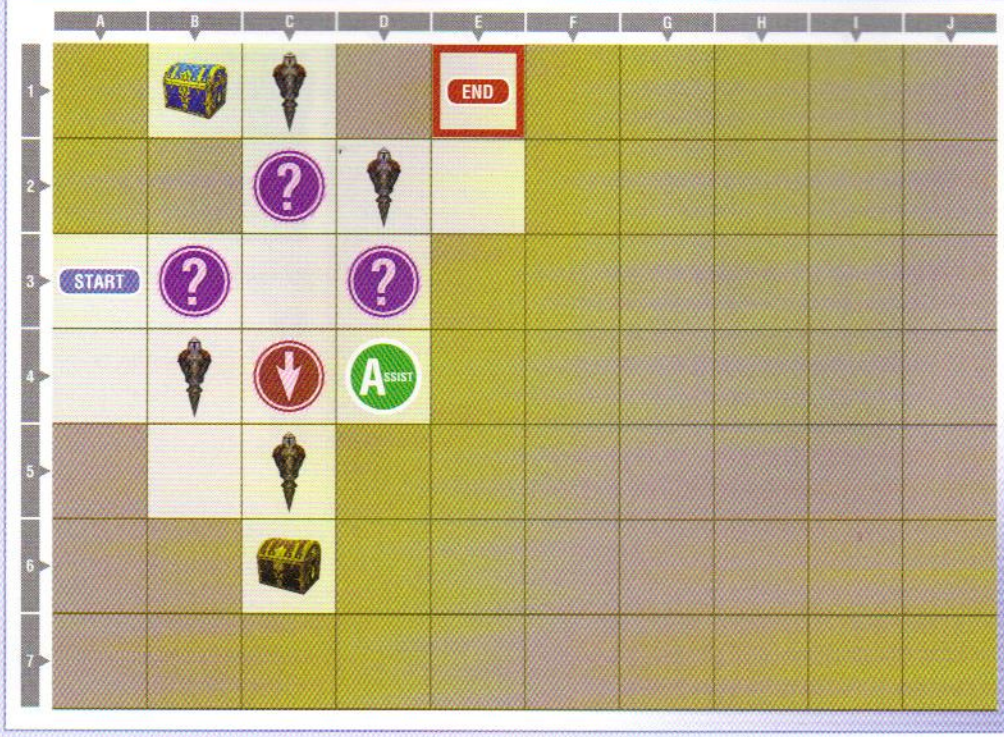
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Only one blue emblem in the center. You can use a chain to get a boost against the Manikins in this gate.

This gate's battleboard consists entirely of small party fights, and only the easternmost can have any of its battles avoided in Round-Robin mode.

DUNGEON 09: LAND OF THE STOLEN CROWN (FLOOR 01)

▸ MAP



LAND OF THE STOLEN CROWN (FLOOR 01)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv80
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Shinryu Claw, B1
B	EX Charge, C6
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Lady of Antiquity	79	Empyreal Paradox (Ω)	C1	8219	875	Hyper Ring, HP=100% x4, BRV ≥ Base Value x5
Warrior of Antiquity	79	Sky Fortress Bahamut (Ω)	D2	8154	813	Arcane Resin, Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
False Stalwart	89	Old Chaos Shrine (Ω)	C5	9229	1544	Battle Ring, Battle Gem, Together As One, A Comrade's Vow, Pre-EX Mode, Pre-EX Revenge, Summon Unused, After 30 Seconds, BRV ≥ Base Value, First to Victory
Horror of Antiquity	80	Empyreal Paradox (Ω)	B4	7967	911	Hyper Ring, No BRV Damage, HP=100% x8

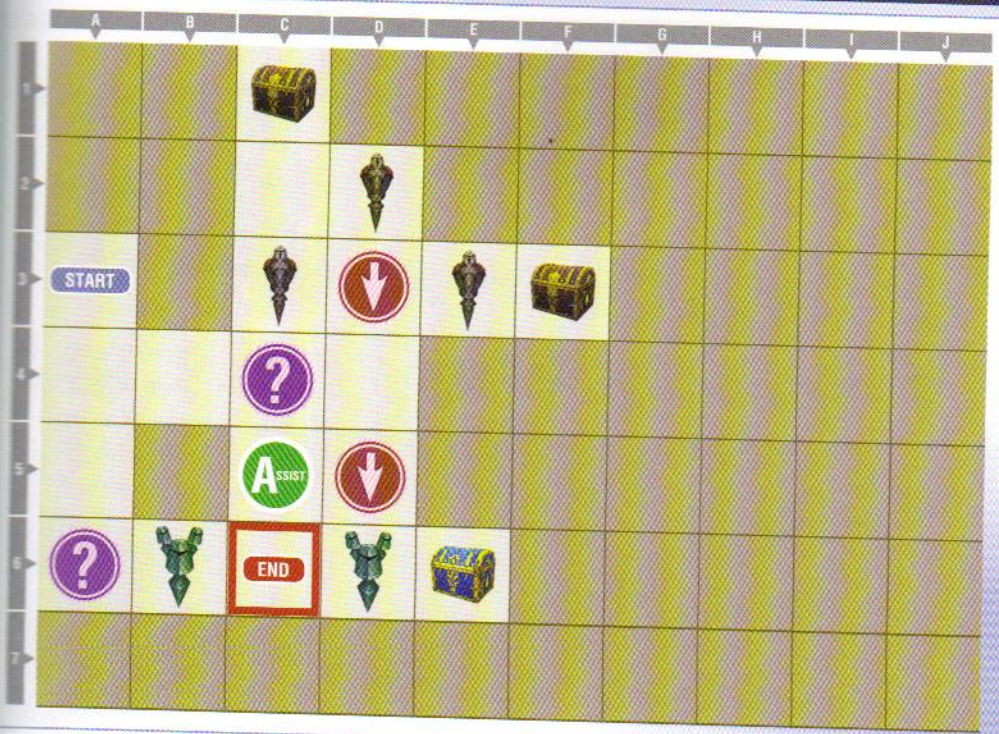
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

This gate begins the Gabranth dungeon; a high-level, multi-floor challenge. You may wish to hit some other gates in the Ancient Volcano area, or level up in blue gates before you tackle this dungeon.

Three purple emblems and a red one are not a friendly welcome to this dungeon, nor are the four hard Manikins.

DUNGEON 09: LAND OF THE STOLEN CROWN (FLOOR 02)

▶MAP



LAND OF THE STOLEN CROWN (FLOOR 02)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv80
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Diamond Ring, C1
B	EX Charge, F3
C	Eureka Metal, E6
D	—

MANIKINS

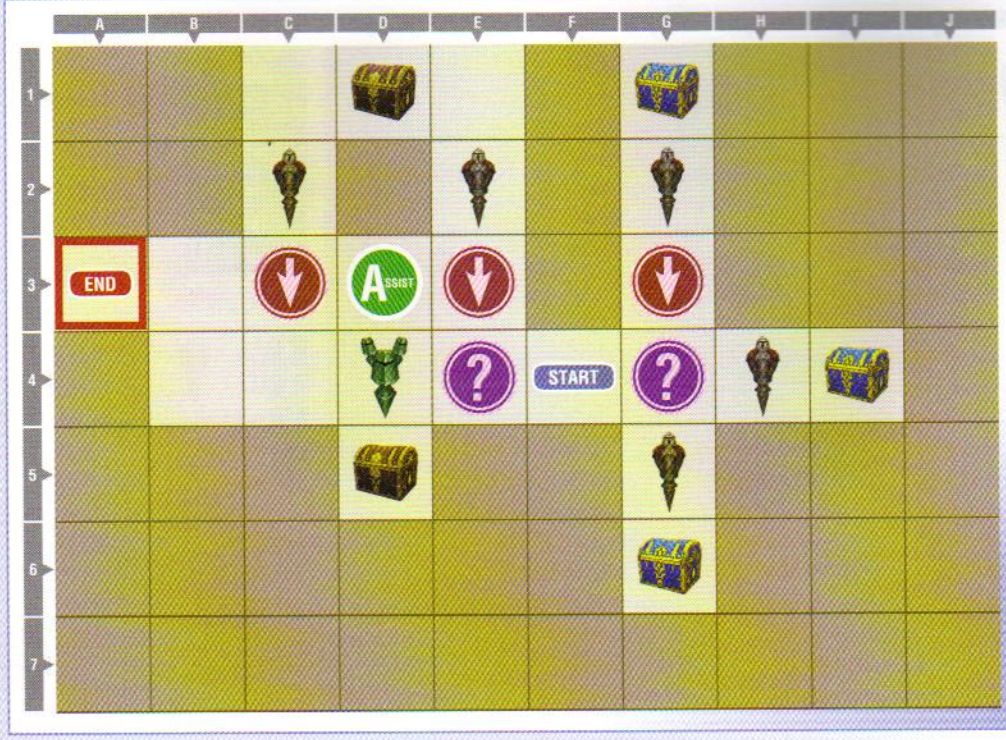
NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fallacious Giant	81	The Rift (Ω)	C3	8275	825	Hyper Ring, After 15 Seconds, After 30 Seconds x5, After 45 Seconds, After 60 Seconds, After 90 Seconds
Warrior of Antiquity	79	Sky Fortress Bahamut (Ω)	D2	8154	813	Arcane Resin, Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Horror of Antiquity	80	Empyreal Paradox (Ω)	E3	7967	911	Hyper Ring, No BRV Damage, HP=100% x8
Lady of Antiquity	71	Empyreal Paradox (Ω)	D6	7238	816	Hyper Ring, HP=100% x4, BRV ≥ Base Value x5
Warrior of Antiquity	72	Sky Fortress Bahamut (Ω)	D6	7118	800	Arcane Resin, Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Horror of Antiquity	73	Empyreal Paradox (Ω)	B6	6930	902	Hyper Ring, No BRV Damage, HP=100% x8
Fallacious Giant	74	The Rift (Ω)	B6	7153	776	Hyper Ring, After 15 Seconds, After 30 Seconds x5, After 45 Seconds, After 60 Seconds, After 90 Seconds

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Four emblems, two purple and two red. One of the red ones is in a very inconvenient location—in the midst of three hard Manikins. Use a chain to avoid it if possible.

DUNGEON 09: LAND OF THE STOLEN CROWN (FLOOR 03)

▸ MAP



LAND OF THE STOLEN CROWN (FLOOR 03)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv80
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Friendship Resin, D1
B	Shinryu Claw, G1
C	Omega Skeleton, I4
D	Omega Skeleton, G6
E	Jump Chain, D5

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Dragoon	97	Lunar Subterrane (Ω)	C2	9351	1660	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
Fallacious Giant	81	The Rift (Ω)	E2	8275	1072	Hyper Ring, After 15 Seconds, After 30 Seconds x5, After 45 Seconds, After 60 Seconds, After 90 Seconds
Horror of Antiquity	80	Empyreal Paradox (Ω)	G2	7947	886	Hyper Ring, No BRV Damage, HP=100% x8
Warrior of Antiquity	79	Sky Fortress Bahamut (Ω)	H4	8154	813	Arcane Resin, Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Lady of Antiquity	79	Empyreal Paradox (Ω)	G5	7971	875	Hyper Ring, HP=100% x4, BRV ≥ Base Value x5
Phantasmal Harlequin	90	Kefka's Tower (Ω)	D4	8427	1156	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Capricious Reaper	91	Crystal World (Ω)	D4	8487	1164	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused

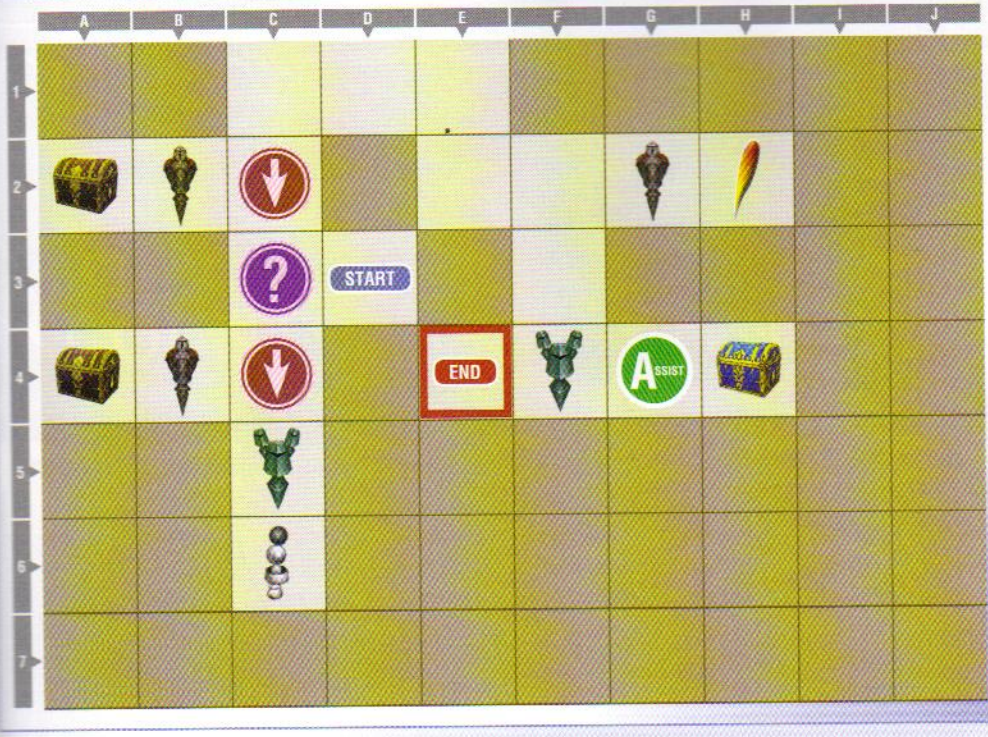
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Three red emblems, two purple ones, and a lot of tough Manikins dominate this battleboard. Again, use a chain to avoid the red emblems if at all possible.

There are *five* treasure chests here, so you may wish to tackle all of the Manikins for the loot if you can handle them.

DUNGEON 09: LAND OF THE STOLEN CROWN (FLOOR 04)

MAP



LAND OF THE STOLEN CROWN (FLOOR 04)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv80
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	EX Charge, A2
B	Phoenix Down, H2
C	Omega Skeleton, H4
D	KP Silver Cup, C6
E	Iifa Leaf, A4

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imitation Despot	80	Pandaemonium - Top Floor	B2	8032	878	Hyper Ring, Far from Opponent x6
Counterfeit Wraith	80	World of Darkness (Ω)	G2	8280	881	Hyper Ring, HP=100% x4, BRV ≥ Base Value x5
Phantasmal Harlequin	81	Kefka's Tower (Ω)	F4	8340	887	Protect Stud, Near Death x8
Imaginary Champion	82	Planet's Core (Ω)	F4	8068	846	Arcane Resin, Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Transient Witch	82	Ultimecia's Castle (Ω)	F4	8153	893	Iifa Dew, Force to Courage, Pearl Necklace, Attractorb, Near Loss x6
Delusory Warlock	81	Lunar Subterrane (Ω)	C5	8275	776	Hyper Ring, Near Loss x9
Fallacious Tree	81	The Rift (Ω)	C5	8275	857	White Cape, Near Death x8
False Stalwart	80	Old Chaos Shrine (Ω)	B4	7947	819	Hyper Ring, No BRV Damage, HP=100% x8

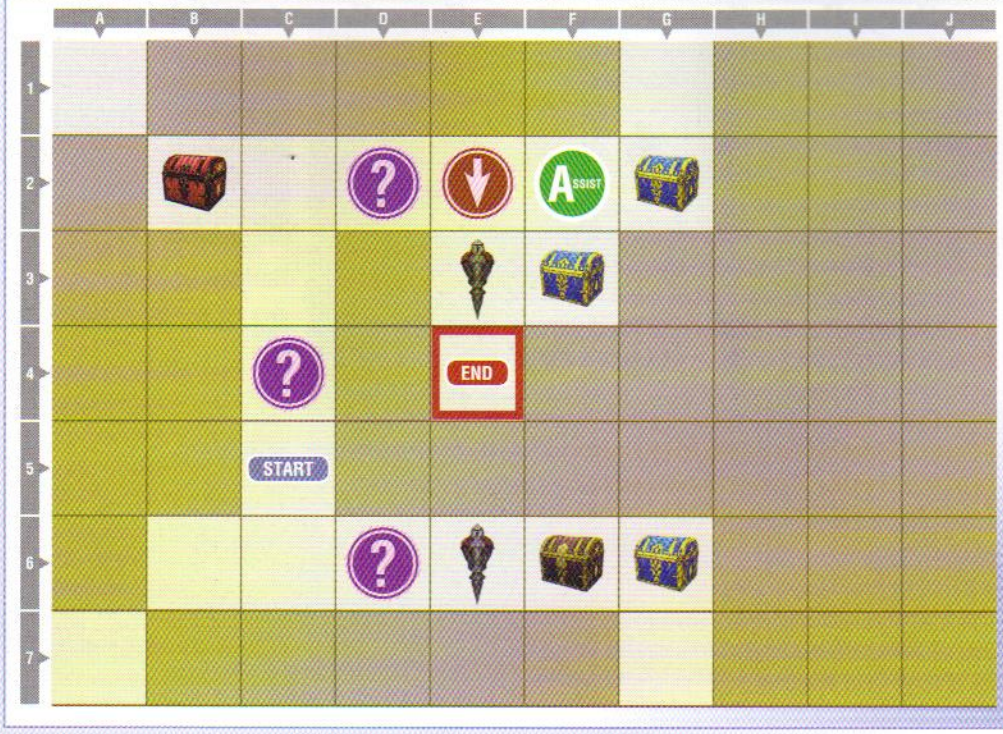
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Two red and a purple emblem here, along with more tough Manikins.

This floor has a KP Silver Cup. Scoop it up after you tackle the Manikins to double your current KP.

DUNGEON 09: LAND OF THE STOLEN CROWN (FLOOR 05)

▸ MAP



LAND OF THE STOLEN CROWN (FLOOR 05)

KP CHANCE	Win battle within 90 seconds
BONUS LINE	Lv80
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Huge Materia, B2
B	Eureka Metal, F3
C	Eureka Metal, G2
D	Cagnazzo's Carapace, F6
E	Huge Materia, G6

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Horror of Antiquity	80	Empyreal Paradox (Ω)	E3	7699	975	Hyper Ring, No BRV Damage, HP=100% x8
Warrior of Antiquity	79	Sky Fortress Bahamut (Ω)	E6	7886	877	Arcane Resin, Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Idle Sky Pirate	97	Sky Fortress Bahamut (Ω)	B2	9727	2246	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Cosmos Assist	100	Order's Sanctuary (Ω)	F2	10299	1275	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Gabranth	90	Edge of Madness (Ω)	E4	9290	932	Puppeteer's Wheel, Hyper Ring, Attractorb, EX Mode x5, After 30 Seconds

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Three purple emblems and a red, but only a few Manikins on this floor, including one in a red chest to the northwest.

The northeast chest is "guarded" by a Cosmos Assist—but you can't get to it unless you're prepared to face the battle.

The final battle here is against Gabranth. Defeating him unlocks him for use in battle. He is pretty tough—level 90 with a full set of accessories, fought on the Edge of Madness (Ω) stage. It's the same level you faced Chaos on in Scenario 013, which gives you no room to flee. Be sure to fight him with a character that is strong in close-range combat.

ANCIENT VOLCANO RING – GULG

Only one gateway is active in this region—the lone gate in the northwest. Visit it before you begin your trek to the northern continents.

GATE 10: ENCOUNTERS AND TREASON

▸MAP

ENCOUNTERS AND TREASON

KP CHANCE	BRV Break within 30 sec
BONUS LINE	Lv60
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Tome of the Farplane, H4
B	Pink Tail, E7
C	Tome of Mysterious, A6
D	—

[illegible]KINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
[illegible]allacious Tree	51	The Rift (Ω)	F2	5549	661	White Cape, BRV ≥ Base Value x8
[illegible]antasmal Harlequin	51	Kefka's Tower (Ω)	F2	6374	522	Protect Stud, BRV ≥ Base Value x8
[illegible]aginary Champion	51	Planet's Core (Ω)	F2	5549	551	Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
[illegible]phemeral Vision	63	Dream's End (Ω)	G4	6458	691	Zephyr Cloak, Heart's Ease, Near Loss x8
[illegible]ransient Witch	52	Ultimecia's Castle (Ω)	B6	6397	562	Force to Courage, Pearl Necklace, Attractorb, Near Loss x7
[illegible]apricious Reaper	52	Crystal World (Ω)	B6	5947	665	Hyper Ring, Near Loss x7
[illegible]phemeral Phantom	52	Dream's End (Ω)	B6	6094	520	Hyper Ring, Near Loss x7

[illegible]kin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

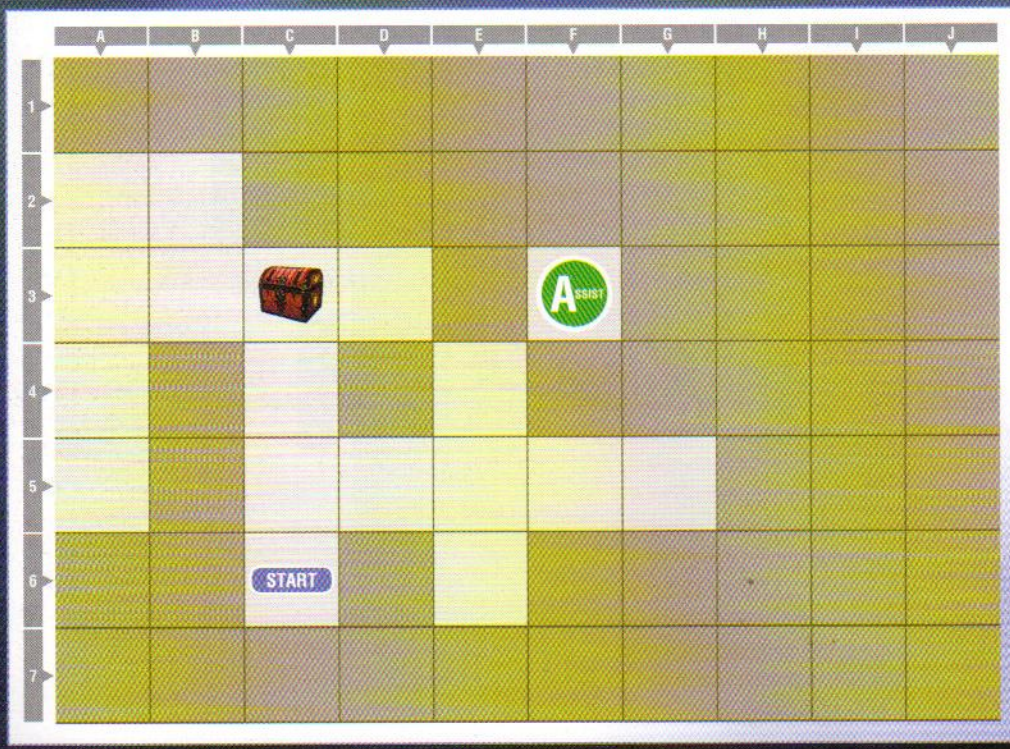
[illegible] blue emblems help you along in this gate. One oddity here—there is a chance of having Chaos companion as an Assist Character! [illegible] yes, you can face it in battle just like the Cosmos Warriors.

MIRAGE SANDSEA

To reach this region, head southeast through the Ancient Volcano Ring, then east across the Elven Snowfields, back into the Volcano Ring from the southeast, and then head all the way north to reach the Southern Lufenia Gateway, the bridge to the northeast continent. You must complete the Chasm in the Rotting Land before you can pass the Southern Lufenia Gateway.

GATE 11: SOUTHERN LUFENIA GATEWAY

▸ MAP



SOUTHERN LUFENIA GATEWAY

KP CHANCE	—
BONUS LINE	Lv80
RULES	Disabled
SKILLS	Disabled
ASSISTS	Cosmos

TREASURE

A	Lufenian Pole, C3
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Feral Chaos	95	Edge of Madness	C3	59996	966	Perpetual Discord, Door to Despair, Tyranny of Darkness, Wakening Darkness

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

This gate has *no* KP Chance active at all. You cannot acquire KP here, and skills and rules are both disabled, so you cannot re-enable KP or boost your abilities to face what lies within.

Entering this gate triggers a warning from Chaos...

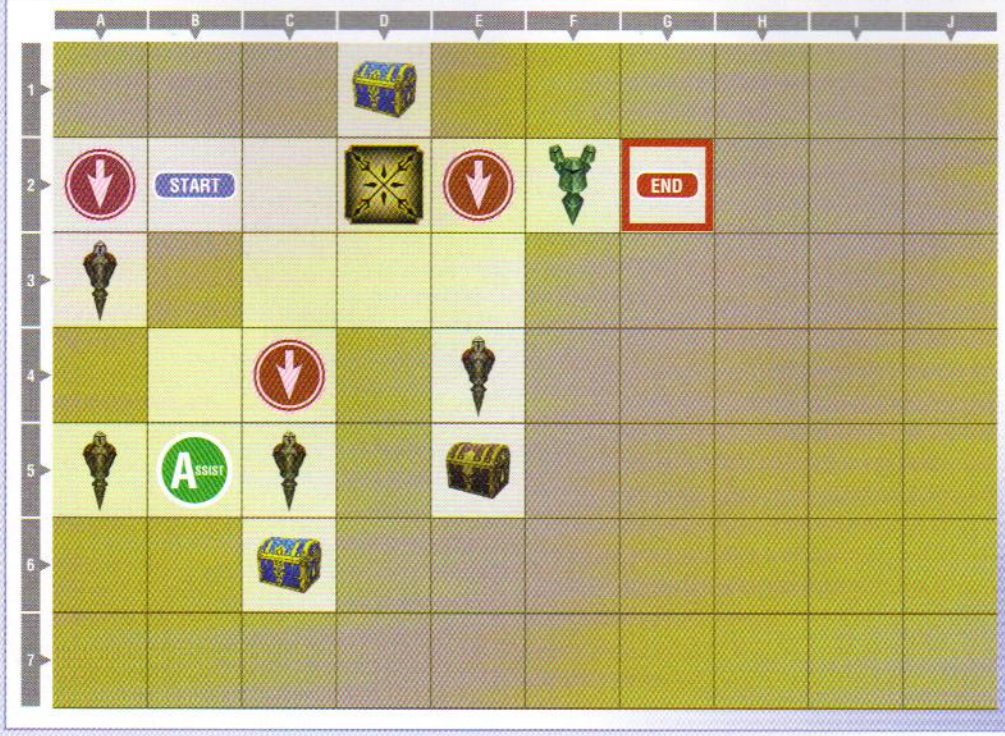
There is only one object in the gate—a red chest in the center. Open the chest and you must face Chaos—but this time, it is not the Chaos you know from before; it is Feral Chaos, a more primitive form of Chaos.

Feral Chaos has an incredibly large amount of HP, and his Wakening Darkness accessory triggers a dangerous boost in his power 60 seconds after the fight begins. You must be prepared to face Feral Chaos and the challenges to the north, so maxing out your characters using the gates on the southern continent and spending time in the Labyrinth to acquire more equipment is highly advisable.

Completing this gate unlocks the teleports for the northern and northeast continents. Unlike the other gates you have completed so far, this gate is a one-time challenge. Once completed, it vanishes like a 'normal' red gate; it does not convert to a blue gate, opening the path to the north.

GATE 12: FORGOTTEN TRAIL

▸MAP



FORGOTTEN TRAIL

KP CHANCE	Win battle within 60 seconds
BONUS LINE	Lv80
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	30000 gil, D1
B	Diamond Ring, E5
C	Lufenian Dirk, C6
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Lady of Antiquity	71	Empyreal Paradox (Ω)	F2	7238	816	Hyper Ring, HP=100% x4, BRV ≥ Base Value x5
Warrior of Antiquity	72	Sky Fortress Bahamut (Ω)	F2	7345	827	Arcane Resin, Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Delusory Dragoon	97	Lunar Subterrane (Ω)	E4	9351	1141	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
Imaginary Brawler	97	Planet's Core (Ω)	C5	8329	1110	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Idle Sky Pirate	97	Sky Fortress Bahamut (Ω)	A5	9727	2118	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Fleeting Flash	97	Orphan's Cradle (Ω)	A3	9427	1220	Sniper Eye, Pre-EX Mode, Pre-EX Revenge, Summon Unused, BRV = 0, BRV is a Prime Number, Pre-Bravery Attack, BRV ≤ Base Value x2, Attacking HP

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

No help from emblems here. There are three red emblems in this gate.

Oddly, the southwestern tough Manikin cannot be reached without either using a chain, or tackling a level 100 Cosmos warrior.

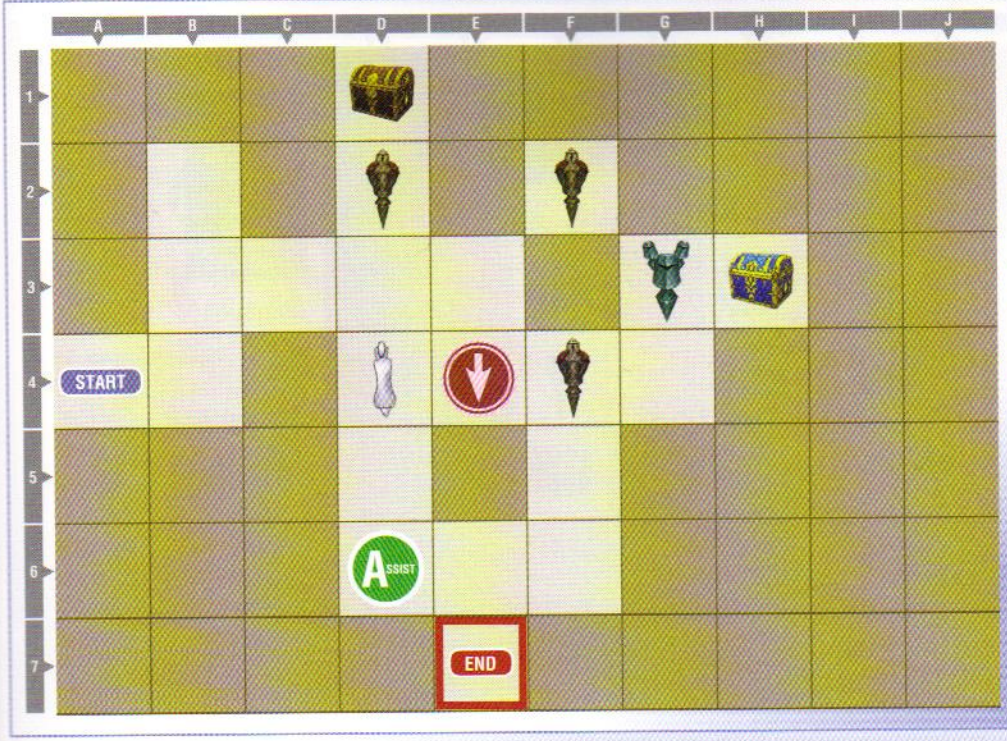
This first gate in the northern lands is a good sample of what you can expect to face as you progress toward the Land of Discord in the northwest. Not only are these tough Manikins hard to begin with, they are also packing very extensive full accessory loadouts.

Don't hesitate to use the nearby teleports to reach a Moogle Shop and stock up on skills.

From this point on, unless a gate forbids the use of skills, bring along a load of chain skills and boosting skills that can ease your way (at least slightly!) If you have too much difficulty, take some time off to improve your character's equipment and accessory loadouts, pick up new Summonstones, hit level 100, and then come back.

GATE 13: EASTERN MIRAGE GATEWAY

MAP



EASTERN MIRAGE GATEWAY

KP CHANCE	Win battle within 60 seconds
BONUS LINE	Lv80
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Pebble, D1
B	Lufenian Robes, H3
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imitation Despot	89	Pandaemonium - Top Floor	D2	8368	1029	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
False Stalwart	89	Old Chaos Shrine (Ω)	F2	9229	1111	Battle Ring, Battle Gem, Together as One, A Comrade's Vow, Pre-EX Mode, Pre-EX Revenge, Summon Unused, After 30 Seconds, BRV ≥ Base Value, First to Victory
Idle Sky Pirate	97	Sky Fortress Bahamut (Ω)	G3	9727	2118	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Delusory Dragoon	97	Lunar Subterrane (Ω)	G3	9351	1141	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
Counterfeit Wraith	89	World of Darkness (Ω)	F4	8368	1064	Attractorb, Pearl Necklace, Center of the World, Close to You, Empty Assist Gauge, Summon Unused, BRV is a Prime Number, Pre-Assist, Pre-EX Revenge, BRV = 0

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There is only one red emblem in this gate, a bravery 0, and it's not in an especially painful location.

This gate serves as your introduction to White Symbols, special Manikins that clone your own party members in battle.There is a single White Symbol in this gate to test yourself against.

There is a chance that the eastern chest here contains Lufenian Robes—the Lufenian set is one of the stronger sets of armor you can acquire in the game. Other pieces can be rarely found on enemies in the Labyrinth.

It is important to note that you can only reach the Manikin in the northeast with a chain.

WHITE SYMBOLS

This gateway introduces another new challenge for you—White Symbols that *copy* your party exactly. That is, you face a clone of your own characters!

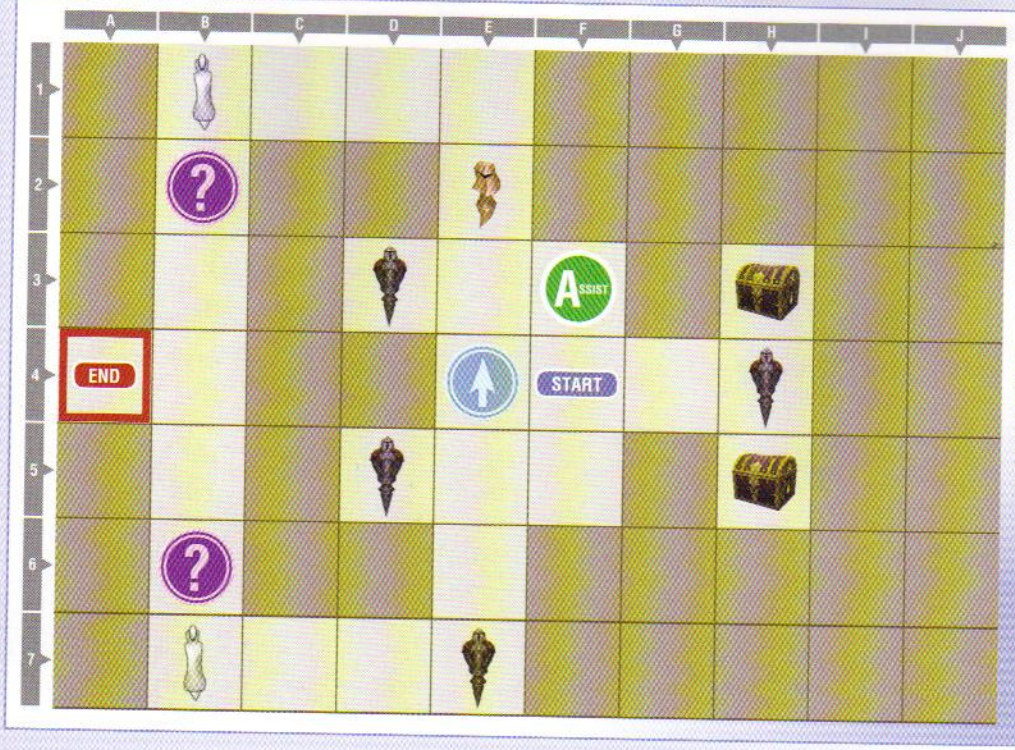
You can somewhat "rig" these fights by creating intentionally weak characters that have a set of accessories and a Summon that the CPU is poor at using against you. Just be careful about trying this tactic if you need more strong party members to tackle other fights within the same gate.

White Symbol battles do not trigger until you directly engage them, so they *cannot* be chained using chain skills. These fights can be engaged in Round-Robin style, so winning three battles ends the combat.

It is possible to use White Symbol fights to "clone" equipment by loading your characters with the equipment you want more parts from (or more rarely, to drop directly).

DUNGEON 14: DREAMS OF A FLYING CASTLE (FLOOR 01)

▸ MAP



DREAMS OF A FLYING CASTLE (FLOOR 01)

KP CHANCE	Win battle within 30 seconds
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Diamond Ring, H3
B	Round Chain, H5
C	—
D	—

MANIKINS

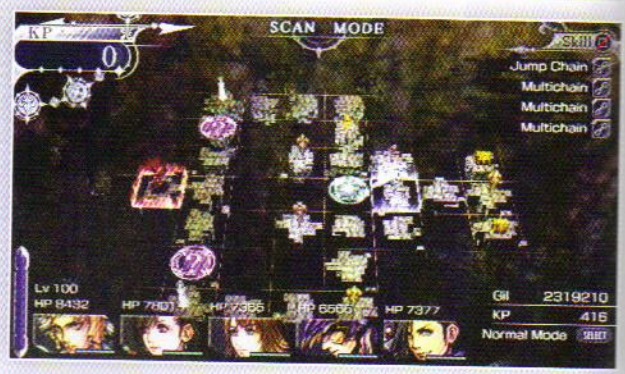
NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Warrior of Antiquity	79	Sky Fortress Bahamut (Ω)	D3	7886	877	Arcane Resin, Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Transient Lion	100	Ultimecia's Castle (Ω)	E2	1	997	The Rotten, Hyper Ring, Muscle Belt, Near Opponent x5, Arcane Resin
Imaginary Soldier	100	Planet's Core (Ω)	H4	10196	1887	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Transient Lion	100	Ultimecia's Castle (Ω)	E7	11460	1718	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Horror of Antiquity	80	Empyreal Paradox (Ω)	D5	7967	911	Hyper Ring, No BRV Damage, HP=100% x8

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

This gate is the entrance to a five-floor, level 100 dungeon. Be ready for it before you step inside!

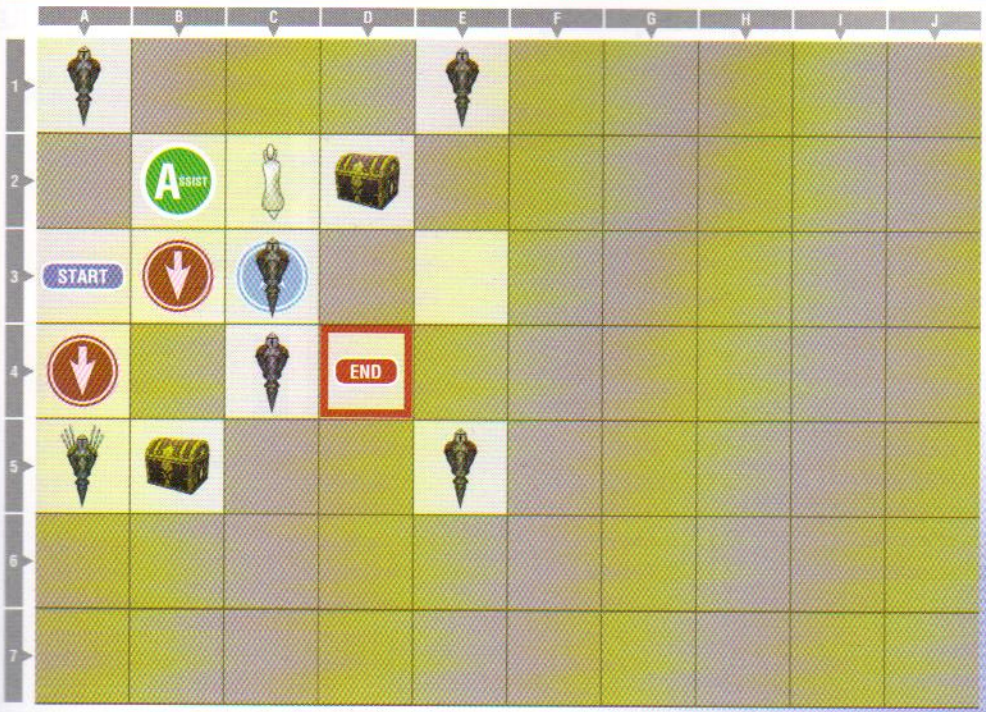
One blue emblem and two purple ones decorate this battleboard.

There are two White Symbols you must face if you want to clear the floor completely.



DUNGEON 14: DREAMS OF A FLYING CASTLE (FLOOR 02)

MAP



DREAMS OF A FLYING CASTLE (FLOOR 02)

KP CHANCE	Win battle within 30 seconds
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	EX Charge, D2
B	Diamond Ring, B5
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fallacious Tree	90	The Rift (Ω)	A1	8427	1035	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused
Transient Lion	100	Ultimecia's Castle (Ω)	E1	11460	1718	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Phantasmal Girl	99	Phantom Train	E5	8972	1122	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Fallacious Wanderer	99	The Rift (Ω)	C4	9548	1236	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist
Imaginary Brawler	121	Planet's Core (Ω)	A5	9783	2903	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
Phantasmal Harlequin	90	Kefka's Tower (Ω)	C3	8427	1035	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

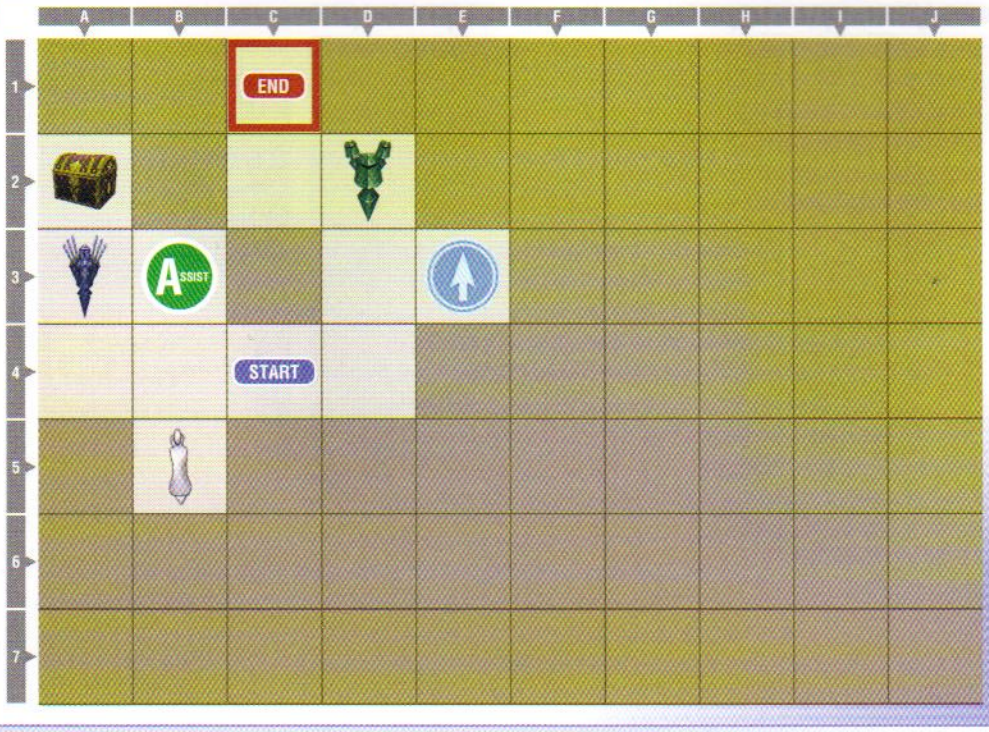
Two red and one blue emblem are on this board, along with a White Symbol.

This gate also has a very hard Manikin, possibly the first you have seen up to this point. How hard? Level 121 hard, with a full load of accessories. Expect to see more of these the closer you get to Chaos's realm. It is sitting right next to a magic damage 0 red emblem, so either use a purely physical character, or hit it with a chain from a distance (preferably from the blue emblem in the center that prevents breakable accessories from breaking!)

The three Manikins in the northwest, northeast, and southeast can only be reached with a chain, and since you will want to chain the very hard Manikin in the southwest, using a Cross Chain or Multichain from the center with some breakable accessories active is a good idea anyway.

DUNGEON 14: DREAMS OF A FLYING CASTLE (FLOOR 03)

▸ MAP



DREAMS OF A FLYING CASTLE (FLOOR 03)

KP CHANCE	Win battle within 30 seconds
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	KP Switch, A2
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Gunner	121	Ultimecia's Castle (Ω)	A3	12432	2668	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused
Ephemeral Summoner	98	Dream's End (Ω)	D2	8911	1116	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist
Ephemeral Vision	100	Dream's End (Ω)	D2	9609	1244	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist
Delusory Knight	100	Lunar Subterrane (Ω)	D2	1	0	The Rotten, Soul of the Craven, Guardian Bangle, HP=1 x3

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

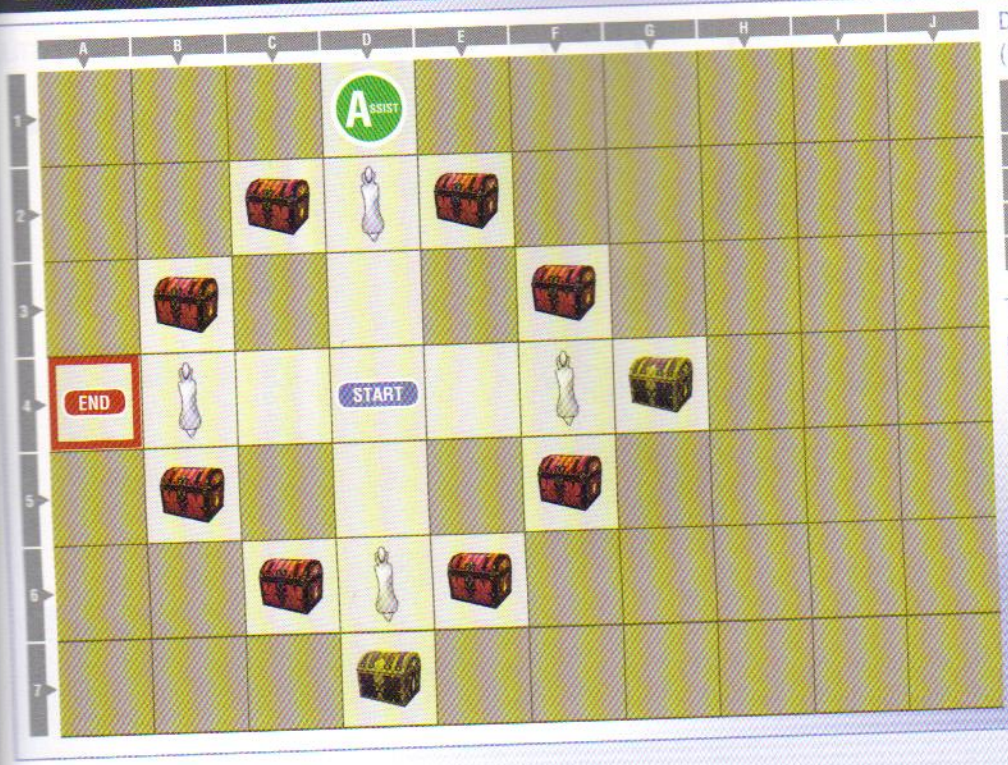
A single blue emblem and a White Symbol are on this floor.

Use the blue emblem in a chain to tackle the very hard Manikin to the west guarding the chest, if possible.

This floor is otherwise quite short, with only a small party blocking the way to the Stigma exit. The party is a mix of two normal Manikins with EX boosting sets, while the last is a Gold Manikin equipped with a nasty bravery 0 set and a Carbuncle Summon to drop your bravery to 0 at the start of the fight.

DUNGEON 14: DREAMS OF A FLYING CASTLE (FLOOR 04)

▸MAP



DREAMS OF A FLYING CASTLE (FLOOR 04)

KP CHANCE	Win battle within 30 seconds
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Superslick, G4
B	KP Switch, D7
C	Lufenian Rod, C2
D	Lufenian Dagger, E2
E	Lufenian Pole, F3
F	Lufenian Jacket, F5
G	Lufenian Axe, E6
H	Lufenian Helm, C6
I	Lufenian Headband, B5
J	Lufenian Shield, B3

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Warrior of Antiquity	100	Order's Sanctuary (Ω)	C2	1	2871	The Rotten, Soul of the Sovereign
Lady of Antiquity	100	Empyreal Paradox (Ω)	E2	1	2871	The Rotten, Soul of the Sovereign
Ephemeral Phantom	100	Dream's End (Ω)	F3	1	997	Hyper Ring, No BRV Damage x3, The Rotten
Delusory Dragoon	120	Lunar Subterrane (Ω)	F5	10744	2770	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
Idle Sky Pirate	120	Sky Fortress Bahamut (Ω)	E6	12671	4573	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Counterfeit Youth	122	Crystal Tower	C6	10941	3675	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist
Fleeting Flash	120	Orphan's Cradle (Ω)	B5	10820	3426	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
False Hero	122	Old Chaos Shrine (Ω)	B3	10941	3675	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused

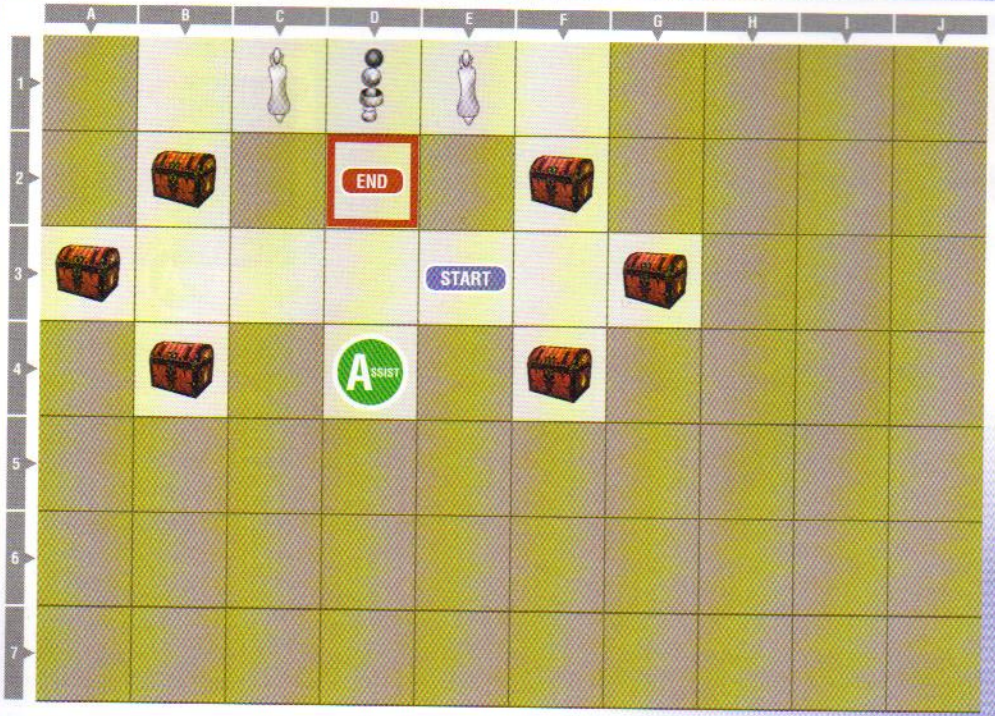
"Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

There are *four* White Symbols here, one in each direction. The east and south are guarding chests, while the north is "guarding" the Cosmos Assist, and the west blocks the path to the Stigma. It's your choice how many you wish to engage.

Once you tackle the western White Symbol, *eight* red chests appear. Each chest holds a Manikin and a piece of Lufenian equipment. If at all possible, you want to clear out every single one of these fights to gather up the goods. Use your breakable accessories; you can't chain these fights, because they are triggered by opening the chests.

DUNGEON 14: DREAMS OF A FLYING CASTLE (FLOOR 05)

▸MAP



DREAMS OF A FLYING CASTLE (FLOOR 05)

KP CHANCE	Win battle within 30 seconds
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	KP Silver Cup, D1
B	Saucer, B2
C	Tome of Men, F2
D	Lufenia's Edge, G3
E	Tome of Adventure, F4
F	Tome of Men, B4
G	Lufenian Greatshield, A3

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Capricious Thief	100	M.S. Prima Vista	B2	1	9999	Soul of the Destroyer, The Rotten
Ephemeral Vision	100	Dream's End (Ω)	F2	1	957	Hyper Ring, No BRV Damage x3, The Rotten
Imitation Liegeman	100	Pandaemonium (Ω)	G3	1	2991	The Rotten, Soul of the Sovereign
Counterfeit Youth	122	Crystal Tower	F4	10941	3675	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist
False Stalwart	100	Old Chaos Shrine (Ω)	B4	1	2871	The Rotten, Soul of the Sovereign
Fallacious Wanderer	123	The Rift (Ω)	A3	10404	3197	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

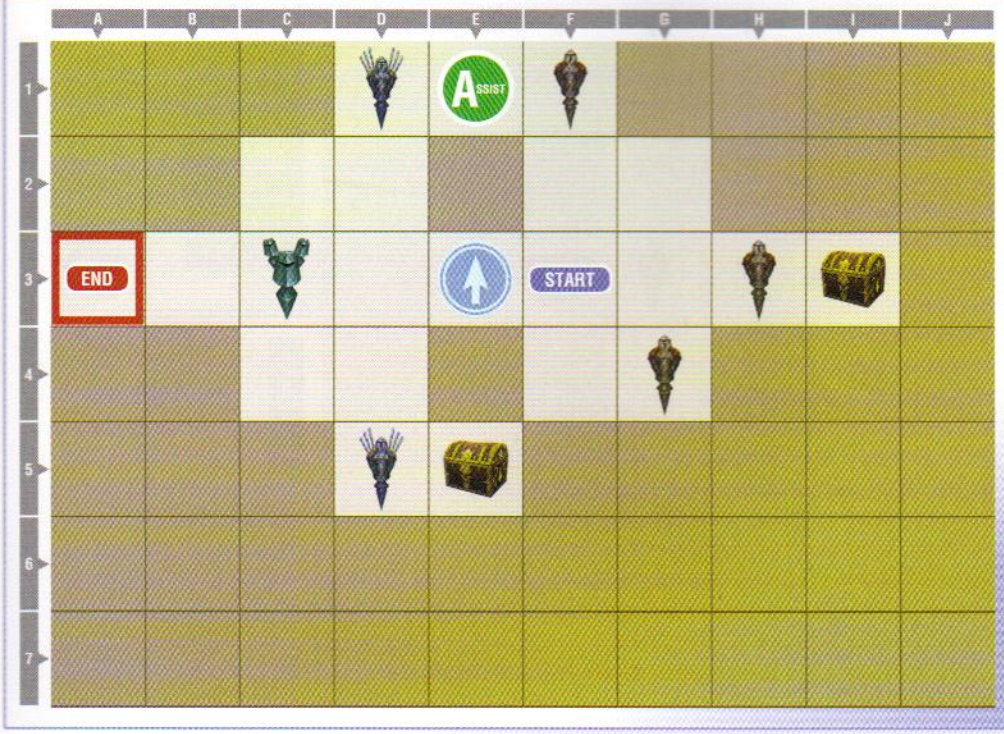
Two White Symbols, a KP Silver Cup, and six red chests are the only items present on this floor. At least one of the White Symbols must be defeated if you wish to secure the cup.

The red chests contain more excellent loot, so try to defeat them if you can manage it.

There is no final boss in this dungeon. The last two floors of red chests are the "boss" (and the reward) for completing this dungeon.

DUNGEON 15: THE FORSAKEN LANDS (FLOOR 01)

▸ MAP



THE FORSAKEN LANDS (FLOOR 01)

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Diamond Ring, I3
B	Jump Chain, E5
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Idle Sky Pirate	120	Sky Fortress Bahamut (Ω)	D1	12671	4573	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Delusory Warlock	90	Lunar Subterrane (Ω)	F1	8427	1284	Battle Ring, Battle Gem, Together as One, A Comrade's Vow, Pre-EX Mode, Pre-EX Revenge, Summon Unused, After 30 Seconds, BRV ≥ Base Value, First to Victory
Phantasmal Harlequin	90	Kefka's Tower (Ω)	H3	8427	1035	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Fallacious Tree	90	The Rift (Ω)	G4	8427	1035	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused
Delusory Dragoon	120	Lunar Subterrane (Ω)	D5	10744	2770	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
Imaginary Champion	90	Planet's Core (Ω)	C3	8427	1001	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
Fleeting Flash	120	Orphan's Cradle (Ω)	C3	10820	3426	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

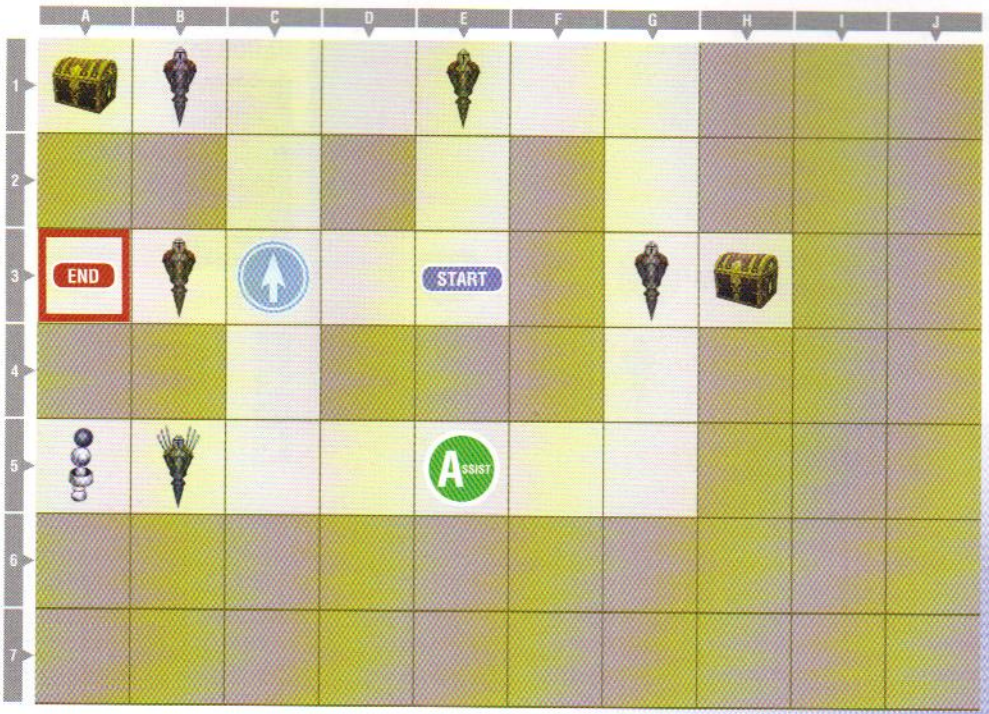
Teleport to Gaia to reach this gateway, a massive ten-floor dungeon. Be sure you are fully stocked on skills from the Moogle Shop and bring breakable accessories as well.

A single blue emblem in the center of the map can be used to help out against both of the very hard Manikins with a jump chain.

Defeating the western party is enough to open the path to the Stigma immediately if you wish to leave this battleboard quickly.

DUNGEON 15: THE FORSAKEN LANDS (FLOOR 02)

▸ MAP



THE FORSAKEN LANDS (FLOOR 02)

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	BRV Zero, A1
B	30000 gil, H3
C	KP Silver Cup, A5
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Warlock	90	Lunar Subterrane (Ω)	B1	8427	1284	Battle Ring, Battle Gem, Together as One, A Comrade's Vow, Pre-EX Mode, Pre-EX Revenge, Summon Unused, After 30 Seconds, BRV ≥ Base Value, First to Victory
Fallacious Tree	90	The Rift (Ω)	E1	8427	1035	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused
Transient Witch	91	Ultimecia's Castle (Ω)	G3	8487	1076	Sniper Eye, Pre-EX Mode, Pre-EX Revenge, Summon Unused, BRV = 0, BRV is a Prime Number, Pre-Bravery Attack, BRV ≤ Base Value x2, Attacking HP
Fallacious Giant	129	The Rift (Ω)	B5	10790	3576	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Capricious Reaper	91	Crystal World (Ω)	B3	8487	1041	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused

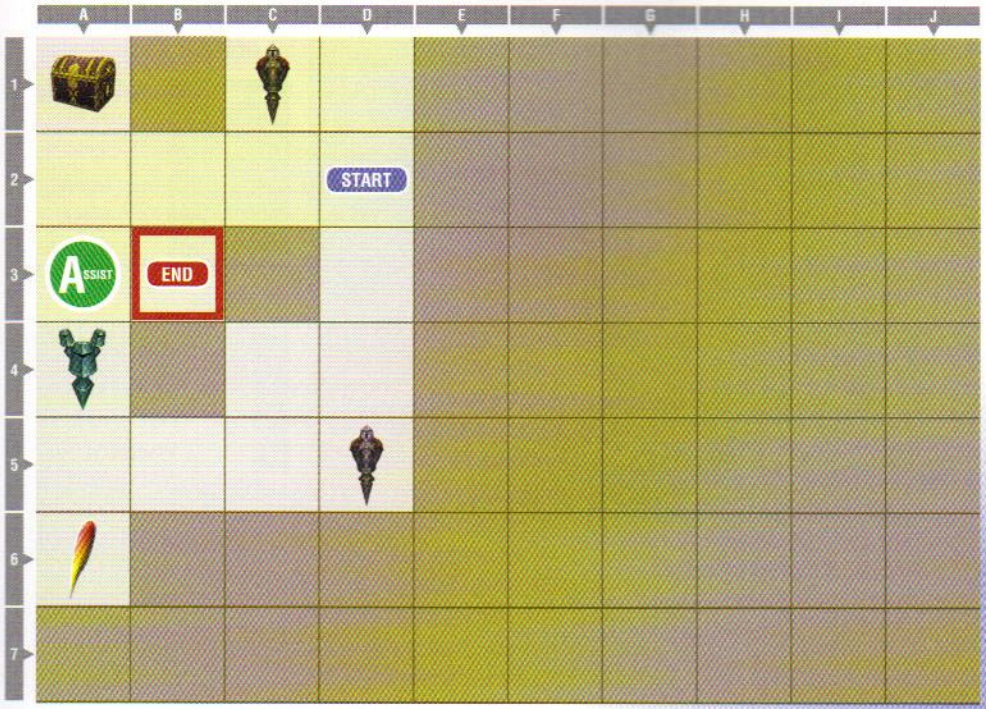
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

A KP Silver Cup on this floor gives you the chance to double your KP, if you want to tackle the very hard Manikin guarding it.

There is one blue emblem in the center—chain as many Manikins from it as possible.

DUNGEON 15: THE FORSAKEN LANDS (FLOOR 03)

▸MAP



THE FORSAKEN LANDS (FLOOR 03)

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Titan's Tear, A1
B	Phoenix Down, A6
C	—
D	—

MANIKINS

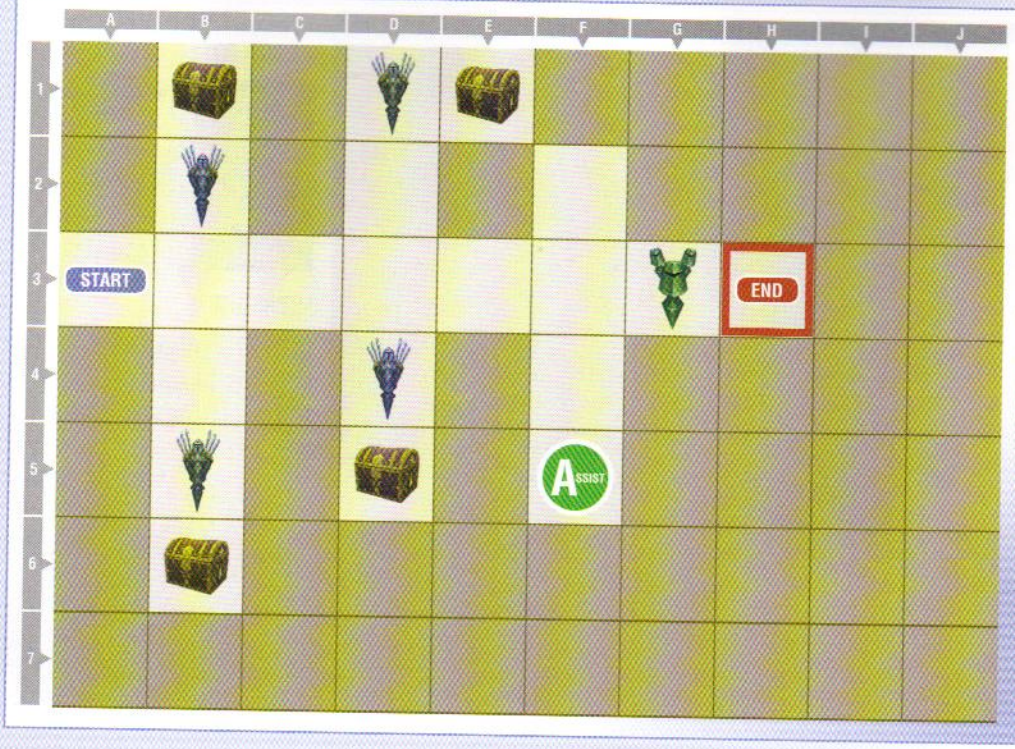
NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Champion	90	Planet's Core (Ω)	C1	8427	1001	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
Transient Witch	91	Ultimecia's Castle (Ω)	D5	8487	1076	Sniper Eye, Pre-EX Mode, Pre-EX Revenge, Summon Unused, BRV = 0, BRV is a Prime Number, Pre-Bravery Attack, BRV ≤ Base Value x2, Attacking HP
Counterfeit Wraith	89	World of Darkness (Ω)	A4	8368	1064	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
Imaginary Brawler	121	Planet's Core (Ω)	A4	9783	2903	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

No emblems here, good or bad. Defeat the party Manikin in order to unlock the island that leads to the northwestern treasure chest.

DUNGEON 15: THE FORSAKEN LANDS (FLOOR 04)

MAP



THE FORSAKEN LANDS (FLOOR 04)

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Diamond Ring, B1
B	Electrum, E1
C	Straight Chain, D5
D	Maser Eye, B6

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Knight	123	Lunar Subterrane (Ω)	B2	11002	3803	Attractorb, Pearl Necklace, Center of the World, Close to You, Empty Assist Gauge, Summon Unused, BRV is a Prime Number, Pre-Assist, Pre-EX Revenge, BRV = 0
Imaginary Soldier	124	Planet's Core (Ω)	D1	11350	3060	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused
Imitation Despot	89	Pandaemonium - Top Floor	G3	8368	1029	Attractorb, Pearl Necklace, Center of the World, Close to You, Empty Assist Gauge, Summon Unused, BRV is a Prime Number, Pre-Assist, Pre-EX Revenge, BRV = 0
Counterfeit Wraith	89	World of Darkness (Ω)	G3	8368	1064	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
Delusory Warlock	90	Lunar Subterrane (Ω)	G3	8427	1284	Battle Ring, Battle Gem, Together as One, A Comrade's Vow, Pre-EX Mode, Pre-EX Revenge, Summon Unused, After 30 Seconds, BRV ≥ Base Value, First to Victory
Fallacious Tree	90	The Rift (Ω)	G3	8427	1035	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused
Phantasmal Girl	123	Phantom Train	D4	10426	3062	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
Fallacious Wanderer	123	The Rift (Ω)	B5	10404	3197	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem

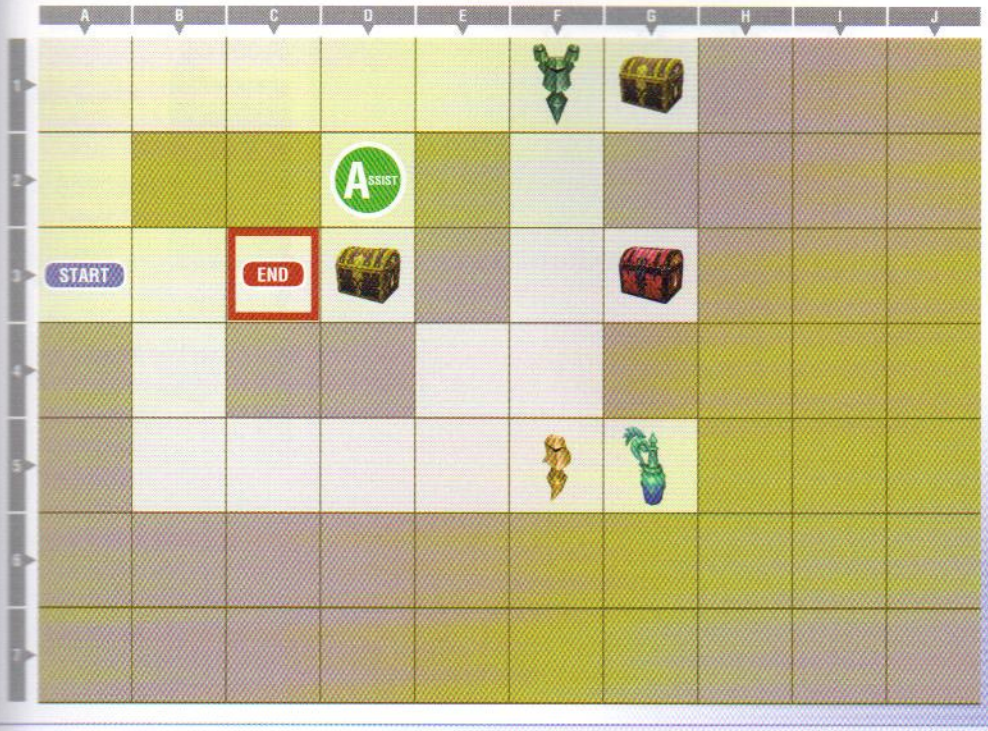
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Again, no emblems to help or hinder. This floor is brutal if you want to retrieve all of the treasure, since each one is guarded by a very hard Manikin.

The Stigma is only protected by a medium-strength party Manikin.

DUNGEON 15: THE FORSAKEN LANDS (FLOOR 05)

▸MAP



THE FORSAKEN LANDS (FLOOR 05)

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Titan's Tear, G1
B	Lufenian Vest, G3
C	Potion, G5
D	Jump Chain, D3

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
False Stalwart	80	Old Chaos Shrine (Ω)	F1	8215	819	Hyper Ring, No BRV Damage, HP=100% x8
Counterfeit Wraith	80	World of Darkness (Ω)	F1	8280	881	Hyper Ring, HP=100% x4, BRV ≥ Base Value x5
Fleeting Flash	100	Orphan's Cradle (Ω)	F5	1	957	Arcane Resin, The Rotten, Hyper Ring, Near Opponent x5
Imitation Despot	125	Pandaemonium - Top Floor	G3	10547	3264	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

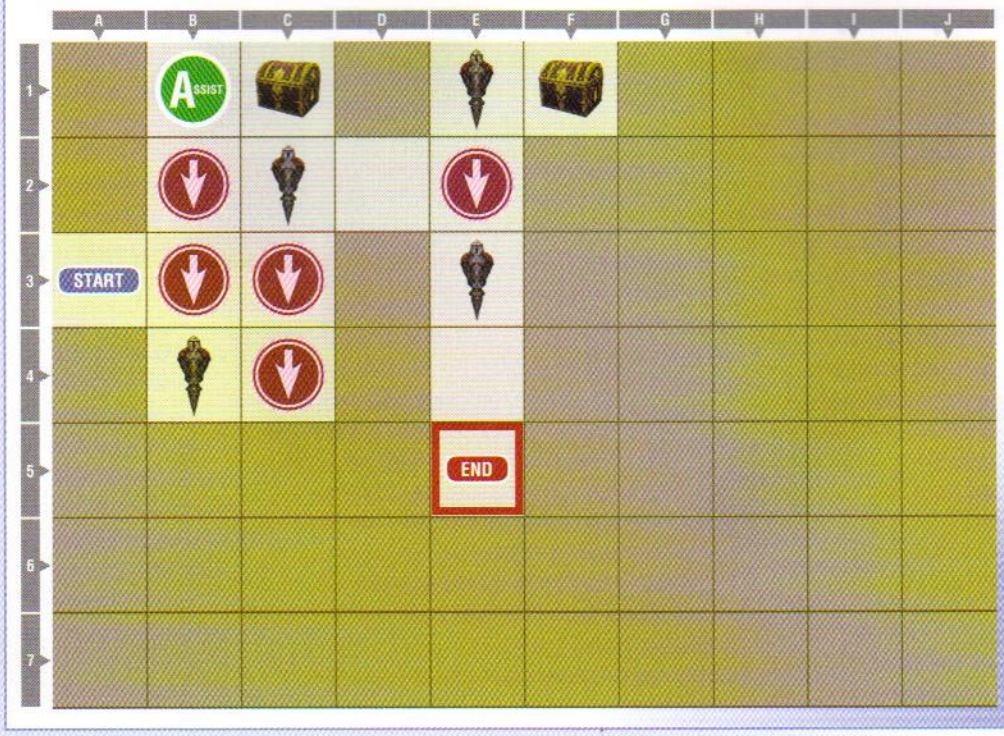
There are no emblems on this battleboard.

Not many Manikins on this floor—one party, one gold, and one red chest are the only encounters. Use the chance to recover with the Potion in the southeast and move on.

A Cosmos warrior guards the central chest; it must be defeated if you wish to claim it.

DUNGEON 15: THE FORSAKEN LANDS (FLOOR 06)

▸ MAP



THE FORSAKEN LANDS (FLOOR 06)

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Assist Charge, C1
B	Round Chain, F1
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fallacious Tree	90	The Rift (Ω)	C2	8427	1035	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused
Imaginary Champion	90	Planet's Core (Ω)	E1	8427	1001	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
Phantasmal Harlequin	90	Kefka's Tower (Ω)	E3	8427	1035	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Delusory Warlock	90	Lunar Subterrane (Ω)	B4	8427	1284	Battle Ring, Battle Gem, Together as One, A Comrade's Vow, Pre-EX Mode, Pre-EX Revenge, Summon Unused, After 30 Seconds, BRV ≥ Base Value, First to Victory

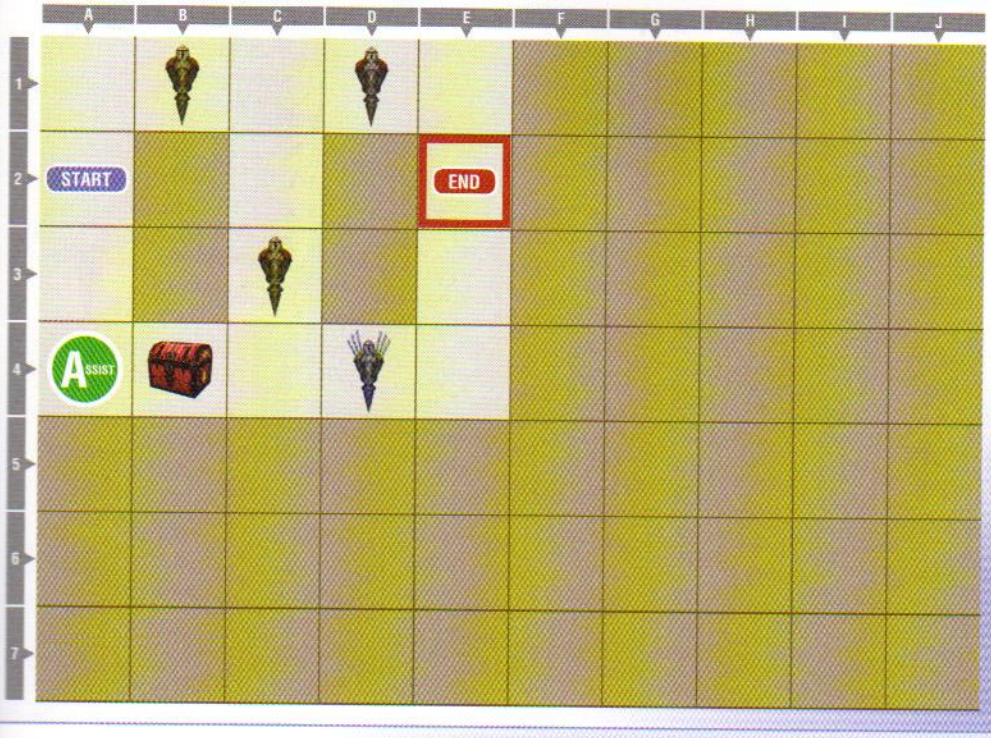
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

This is an unfriendly floor with five red emblems, but at least there are only hard Manikins instead of very hard ones.

You do not need to tackle all of them to reach the Stigma exit, and you can pick your poison by chaining from the least damaging red emblem on the board to make your fights a bit more manageable.

DUNGEON 15: THE FORSAKEN LANDS (FLOOR 07)

MAP



THE FORSAKEN LANDS (FLOOR 07)

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Lufenian Staff, B4
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Witch	91	Ultimecia's Castle (Ω)	B1	8487	1076	Sniper Eye, Pre-EX Mode, Pre-EX Revenge, Summon Unused, BRV = 0, BRV is a Prime Number, Pre-Bravery Attack, BRV ≤ Base Value x2, Attacking HP
Capricious Reaper	91	Crystal World (Ω)	D1	8487	1041	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Fallacious Tree	126	The Rift (Ω)	D4	10608	3402	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Phantasmal Harlequin	127	Kefka's Tower (Ω)	B4	10668	3467	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist
Ephemeral Phantom	91	Dream's End (Ω)	C3	7965	1076	Muscle Belt, Power Ring, Sturm und Drang, Attacking Bravery x2, BRV ≥ Base Value, After 30 Seconds, Near Opponent x2, Summon Unused

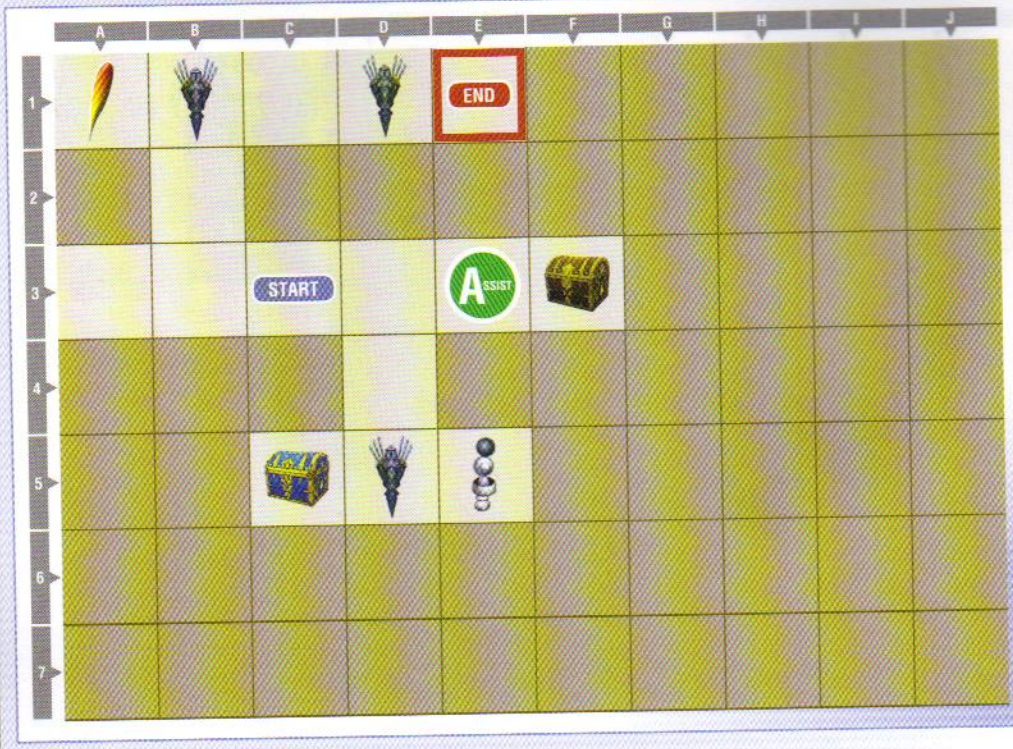
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

No emblems on this board.

This is a nice breather after the last level, there are just a handful of Manikins and one red chest.

DUNGEON 15: THE FORSAKEN LANDS (FLOOR 08)

MAP



THE FORSAKEN LANDS (FLOOR 08)

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	KP Silver Cup, E5
B	Electrum, F3
C	Electrum, C5
D	Phoenix Down, A1

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Idle Sky Pirate	120	Sky Fortress Bahamut (Ω)	B1	12671	4573	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Delusory Dragoon	120	Lunar Subterrane (Ω)	D1	10744	2770	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
Imaginary Brawler	121	Planet's Core (Ω)	D5	9783	2903	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

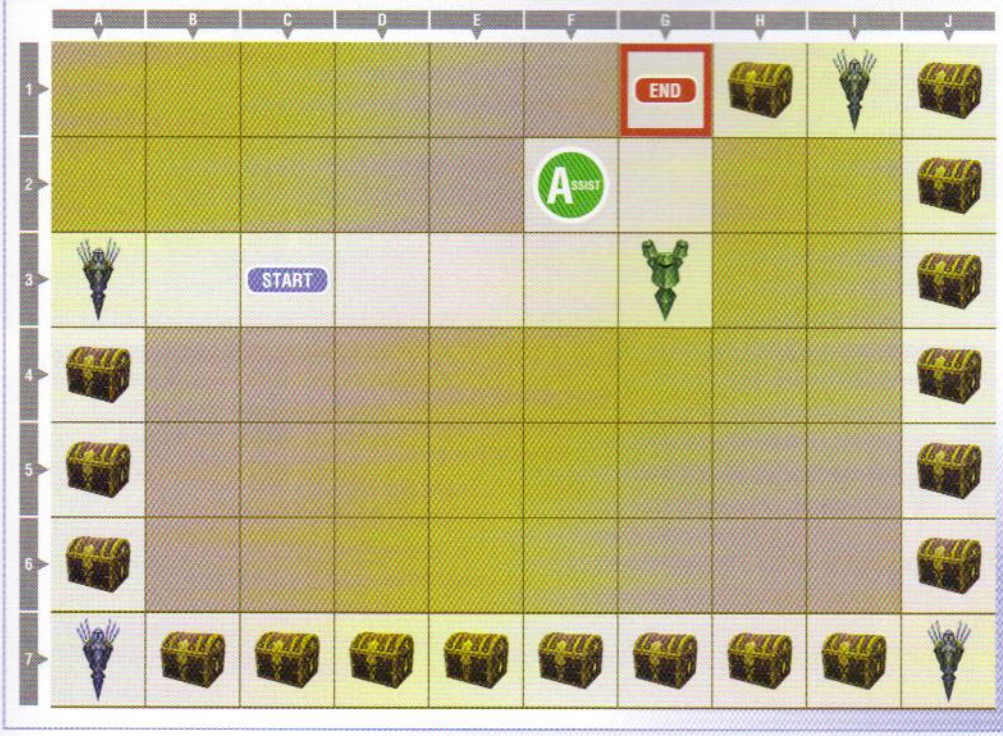
There are no emblems on this battleboard.

Three very hard Manikins and a Cosmos warrior guarding a chest are your opposition on this floor.

The southern Manikin can be skipped, but it is guarding both a chest and a KP Silver Cup, which you may want to grab. The northwestern Phoenix Down can help you out if you've taken any casualties up to this point.

DUNGEON 15: THE FORSAKEN LANDS (FLOOR 09)

▸ MAP



THE FORSAKEN LANDS (FLOOR 09)

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	Special, See text
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fleeting Flash	120	Orphan's Cradle (Ω)	A3	10820	3426	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
False Hero	122	Old Chaos Shrine (Ω)	G3	10941	3675	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Imitation Liegeman	122	Pandaemonium (Ω)	G3	10365	2861	Muscle Belt, Power Ring, Sturm und Drang, Attacking Bravery x2, BRV ≥ Base Value, After 30 Seconds, Near Opponent x2, Summon Unused
Imaginary Brawler	121	Planet's Core (Ω)	I1	9783	2903	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
Ephemeral Summoner	121	Dream's End (Ω)	J4	10305	2868	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Delusory Dragoon	120	Lunar Subterrane (Ω)	J7	10744	2770	- Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
Transient Gunner	121	Ultimecia's Castle (Ω)	E7	12432	2666	Hyper Ring, Booster, Berserker Ring, Sturn und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused
Idle Sky Pirate	120	Sky Fortress Bahamut (Ω)	A7	12671	4573	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

An unusual floor, this battleboard has many very hard Manikins (even the ones in the party), and then a *ton* of treasure chests running in a ring around the level.

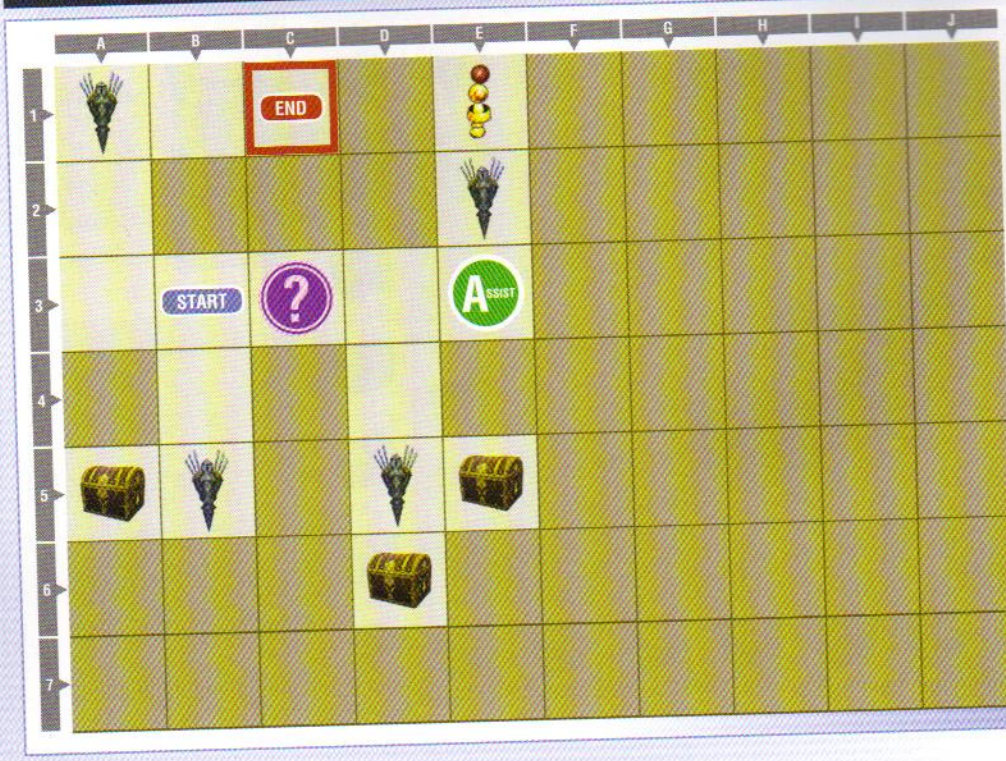
Clearing the southern and eastern chests creates another pair of very hard Manikins in the south and east, boxing you in.

In order from west to northeast, going counterclockwise, the chests contain: 3 gil, 3 gil, 3 gil, 30 gil, 30 gil, 30 gil, BRV Charge, 300 gil, 300 gil, 300 gil, 300 gil, 3000 gil, 3000 gil, EX Charge, 3000 gil, 30000 gil, 30000 gil, KP Gambler.

In essence, you get a bunch of gil and a few skills in exchange for several extra, very tough Manikin battles. Decide if it is worthwhile, or if your party can handle it before you start down the path!

DUNGEON 15: THE FORSAKEN LANDS (FLOOR 10)

▸ MAP



THE FORSAKEN LANDS (FLOOR 10)

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	KP Gold Cup, E1
B	Electrum, E5
C	Electrum, D6
D	Blind, A5

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Counterfeit Youth	122	Crystal Tower	A1	10941	3675	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist
Imitation Liegeman	122	Pandaemonium (Ω)	E2	10365	2861	Muscle Belt, Power Ring, Sturm und Drang, Attacking Bravery x2, BRV ≥ Base Value, After 30 Seconds, Near Opponent x2, Summon Unused
Delusory Knight	123	Lunar Subterrane (Ω)	D5	11002	3803	Attractorb, Pearl Necklace, Center of the World, Close to You, Empty Assist Gauge, Summon Unused, BRV is a Prime Number, Pre-Assist, Pre-EX Revenge, BRV = 0
False Hero	122	Old Chaos Shrine (Ω)	B5	10941	3675	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Only a single purple emblem on this floor that gives bonus KP. If possible, battle the Manikins here to get the most from it.

There is a KP Gold Cup in the northeast, but to get it, you must bash your way through your Assist, and another very hard Manikin. Go for it either first or last before you go for the Stigma.

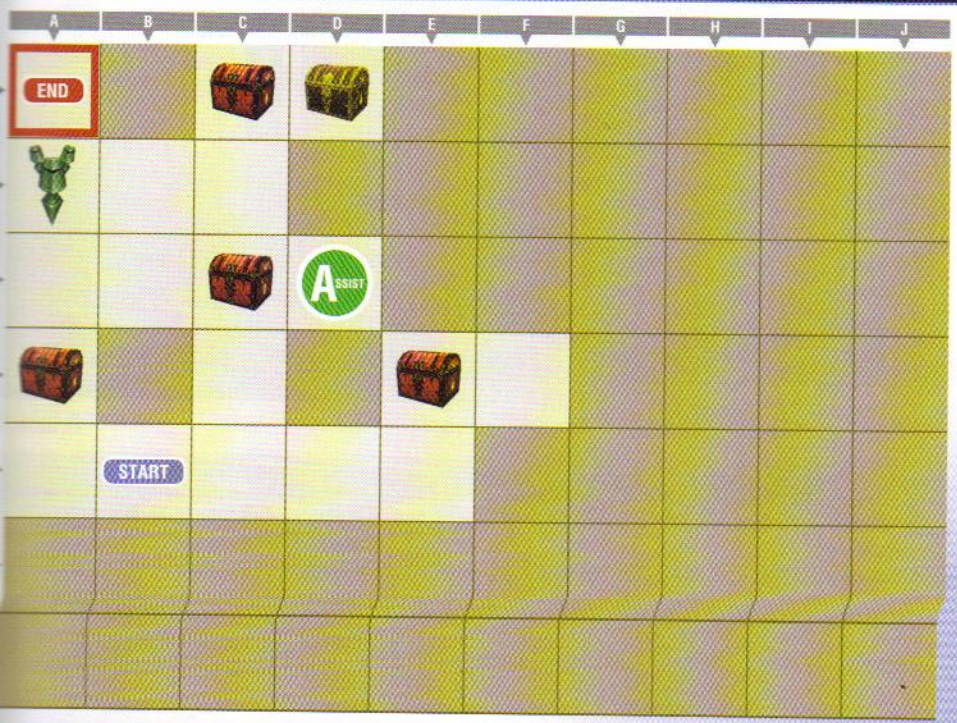
There is no final encounter in this dungeon. The huge boost of KP from the KP Gold Cup is your main reward on this last floor.

BAHAMUT ISLES

This short landbridge to the west is your last test before you reach the Land of Discord.

GATE 16: CONQUERED TRIALS GATEWAY

MAP



CONQUERED TRIALS GATEWAY

KP CHANCE	Win battle within 60 seconds
BONUS LINE	Lv80
RULES	Enabled
SKILLS	Enabled
ASSISTS	Chaos

TREASURE

A	Lufenian Gauntlets, C1
B	30000 gil, D1
C	Lufenian Greatshield, E4
D	Lufenian Bangle, A4
E	Lufenian Helm, C3

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Gunner	98	Ultimecia's Castle (Ω)	A2	11038	879	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
Ethereal Summoner	98	Dream's End (Ω)	A2	8911	1116	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist
False Hero	98	Old Chaos Shrine (Ω)	A2	9987	1358	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
Warrior of Antiquity	79	Sky Fortress Bahamut (Ω)	C1	8154	813	Arcane Resin, Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Warrior of Antiquity	80	Empyreal Paradox (Ω)	E4	7967	911	Hyper Ring, No BRV Damage, HP=100% x8
Sage of Antiquity	79	Empyreal Paradox (Ω)	A4	7971	875	Hyper Ring, HP=100% x4, BRV ≥ Base Value x5
Imaginary Champion	127	Planet's Core (Ω)	C3	10668	3433	Sniper Eye, Pre-EX Mode, Pre-EX Revenge, Summon Unused, BRV = 0, BRV is a Prime Number, Pre-Bravery Attack, BRV ≤ Base Value x2, Attacking HP

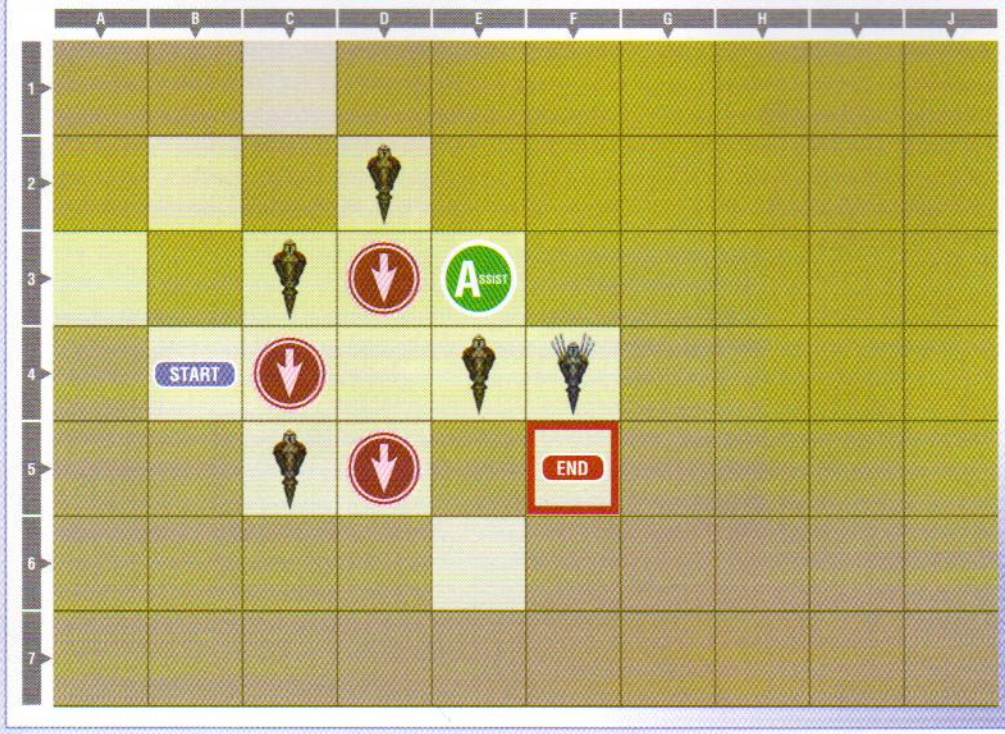
Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.

There is only one visible Manikin in this gate and no emblems. All remaining Manikins are inside red chests.

This gate isn't enormously difficult; it instead acts as a revelatory bit of dialogue with your travel companion that you acquired in Chapter 3 in the Rotting Land. Completing this gate also unlocks the teleport to the Dragon Caves.

DUNGEON 17: THE DRAGON KING'S GATEWAY (FLOOR 01)

▸ MAP



THE DRAGON KING'S GATEWAY (FLOOR 01)

KP CHANCE	Win battle within 60 seconds
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Cosmos

TREASURE

A	—
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Warrior of Antiquity	79	Sky Fortress Bahamut (Ω)	C3	8154	813	Arcane Resin, Pearl Necklace, Dragonfly Orb, Attractorb, Break x6
Horror of Antiquity	80	Empyreal Paradox (Ω)	D2	8215	822	Hyper Ring, No BRV Damage, HP=100% x8
Lady of Antiquity	79	Empyreal Paradox (Ω)	E4	7971	875	Hyper Ring, HP=100% x4, BRV ≥ Base Value x5
Fallacious Wanderer	123	The Rift (Ω)	F4	10404	3197	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
Fallacious Giant	81	The Rift (Ω)	C5	8275	1072	Hyper Ring, After 15 Seconds x2, After 30 Seconds x3, After 45 Seconds, x2, After 60 Seconds, After 90 Seconds

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

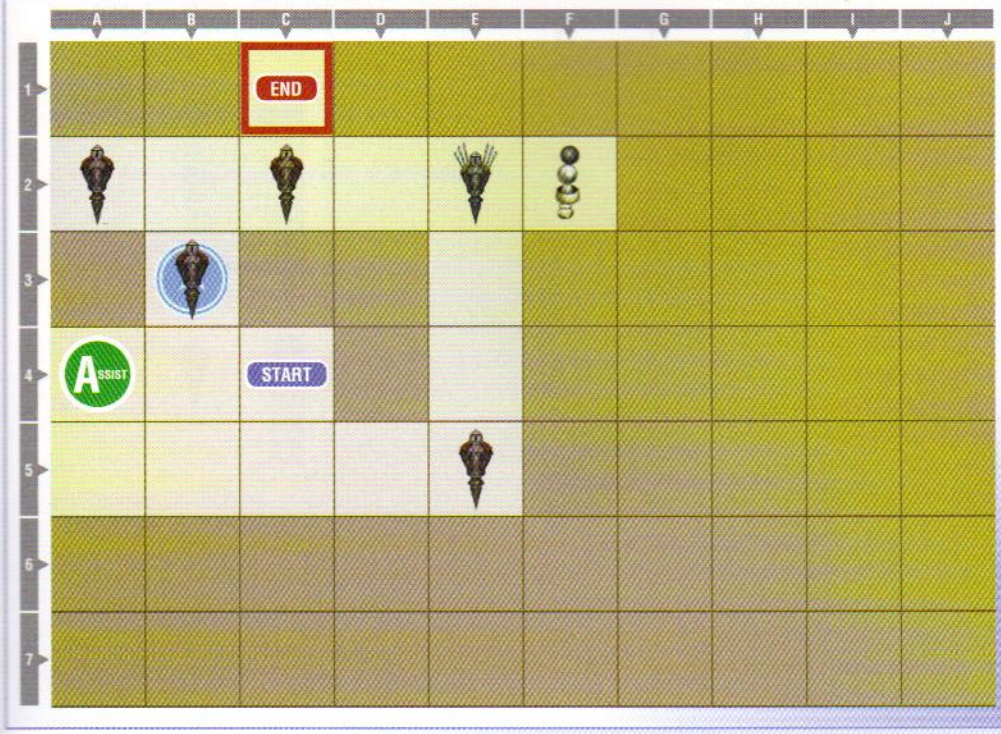
This is another massive ten-floor dungeon. Be sure you're ready before you set foot in here!

Three red emblems are on the stage and your Assist is on Cosmos's side.

The emblems here are only an issue if you want to tackle all of the Manikins. You can skip to the Stigma by fighting the two easternmost Manikins and avoid the emblems, or use a chain from the center to avoid them while tackling the Manikins.

DUNGEON 17: THE DRAGON KING'S GATEWAY (FLOOR 02)

MAP



THE DRAGON KING'S GATEWAY (FLOOR 02)

KP CHANCE	Win battle within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Chaos

TREASURE

A	KP Silver Cup, F2
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Counterfeit Wraith	89	World of Darkness (Ω)	A2	8366	1064	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
Imitation Despot	89	Pandaemonium - Top Floor	C2	8366	1029	Attractorb, Pearl Necklace, Center of the World, Close to You, Empty Assist Gauge, Summon Unused, BRV is a Prime Number, Pre-Assist, Pre-EX Revenge, BRV = 0
Horror of Antiquity	129	Empyreal Paradox (Ω)	E2	10268	3713	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
Delusory Warlock	90	Lunar Subterrane (Ω)	E5	8427	1284	Battle Ring, Battle Gem, Together as One, A Comrade's Vow, Pre-EX Mode, Pre-EX Revenge, Summon Unused, After 30 Seconds, BRV ≥ Base Value, First to Victory
False Stalwart	89	Old Chaos Shrine (Ω)	B3	9229	1111	Battle Ring, Battle Gem, Together as One, A Comrade's Vow, Pre-EX Mode, Pre-EX Revenge, Summon Unused, After 30 Seconds, BRV ≥ Base Value, First to Victory

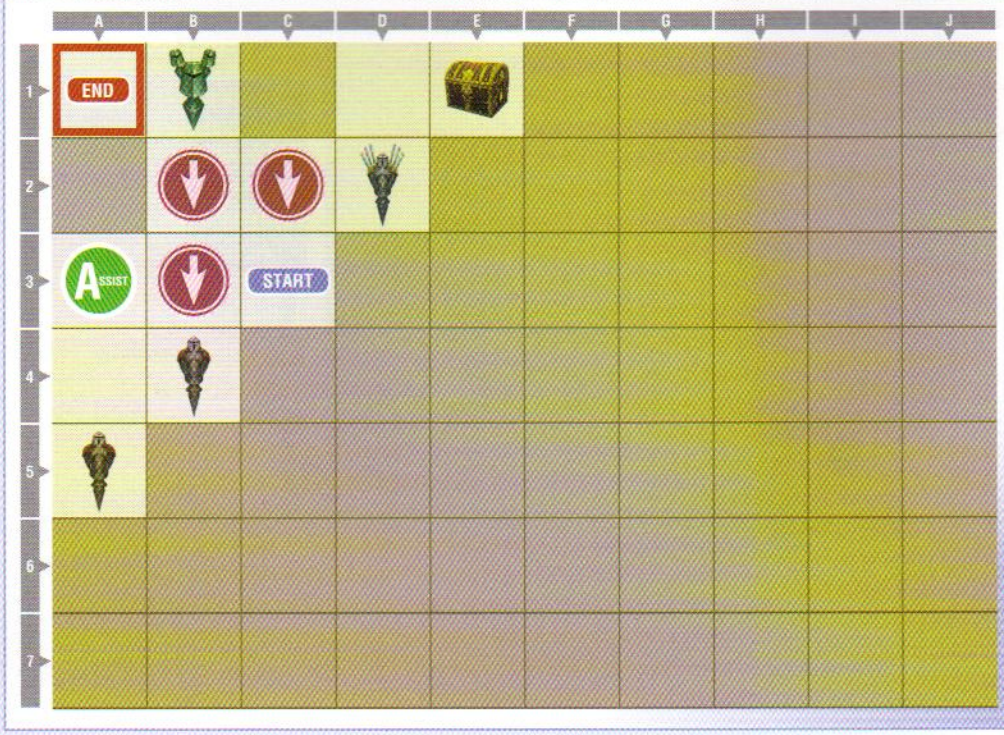
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

One blue emblem here, but it is underneath a hard Manikin that must be defeated to make use of it.

There's a KP Silver Cup here. Go for it after you've cleared out (or chained) the remaining Manikins.

DUNGEON 17: THE DRAGON KING'S GATEWAY (FLOOR 03)

▸MAP



THE DRAGON KING'S GATEWAY (FLOOR 03)

KP CHANCE	Win battle within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Chaos

TREASURE

A	Cross Chain, E1
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Champion	90	Planet's Core (Ω)	B1	8427	1001	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
Transient Lion	100	Ultimecia's Castle (Ω)	B1	11460	1718	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Transient Witch	127	Ultimecia's Castle (Ω)	D2	10668	3502	Attractorb, Pearl Necklace, Center of the World, Close to You, Empty Assist Gauge, Summon Unused, BRV is a Prime Number, Pre-Assist, Pre-EX Revenge, BRV = 0
Phantasmal Harlequin	90	Kefka's Tower (Ω)	B4	8427	1035	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Fallacious Tree	90	The Rift (Ω)	A5	8427	1035	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused

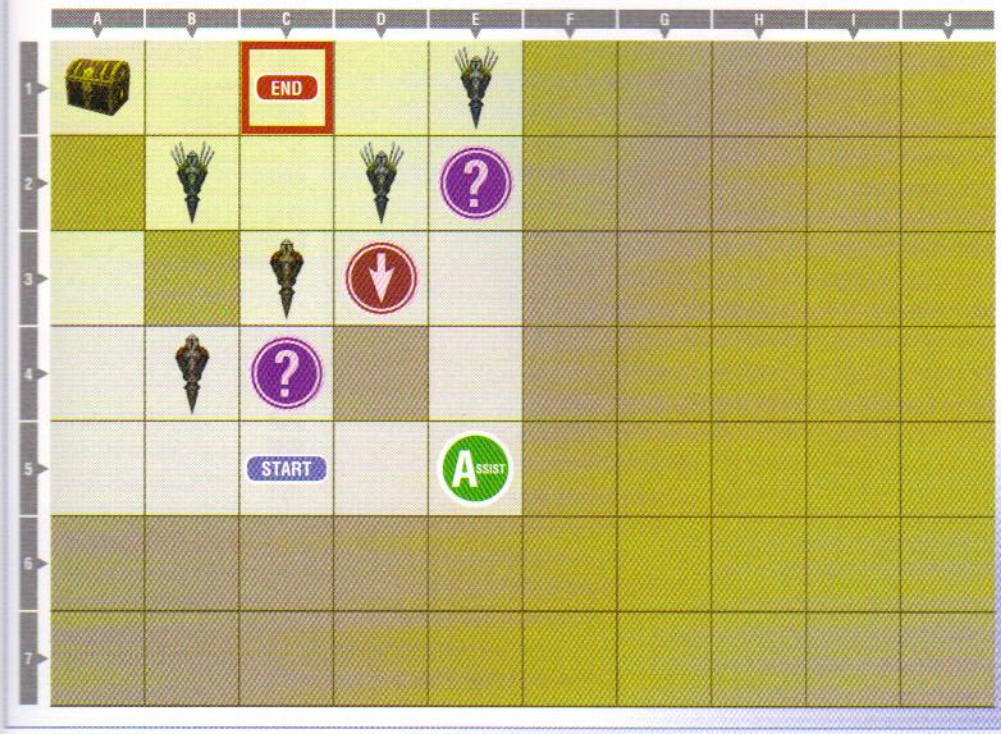
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There are three red emblems here, all awkwardly placed. If possible, chain right from your starting position to avoid tangling with these Manikins while at a disadvantage.

The southwestern Manikins can be skipped, but the small party to the northwest must be tackled to reach the Stigma, and the northeast very tough Manikin is guarding the single chest here.

DUNGEON 17: THE DRAGON KING'S GATEWAY (FLOOR 04)

MAP



THE DRAGON KING'S GATEWAY (FLOOR 04)

KP CHANCE	Win battle within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Chaos

TREASURE

A	Banish/Death, A1
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Warrior of Antiquity	129	Sky Fortress Bahamut (Ω)	B2	11653	3375	Sniper Eye, Pre-EX Mode, Pre-EX Revenge, Summon Unused, BRV = 0, BRV is a Prime Number, Pre-Bravery Attack, BRV ≤ Base Value x2, Attacking HP
Ephemeral Phantom	128	Dream's End (Ω)	D2	10207	3607	Muscle Belt, Power Ring, Sturm und Drang, Attacking Bravery x2, BRV ≥ Base Value, After 30 Seconds, Near Opponent x2, Summon Unused
Lady of Antiquity	128	Empyreal Paradox (Ω)	E1	11229	3707	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
Transient Witch	91	Ultimecia's Castle (Ω)	B4	8487	1076	Sniper Eye, Pre-EX Mode, Pre-EX Revenge, Summon Unused, BRV = 0, BRV is a Prime Number, Pre-Bravery Attack, BRV ≤ Base Value x2, Attacking HP
Capricious Reaper	91	Crystal World (Ω)	C3	8487	1041	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused

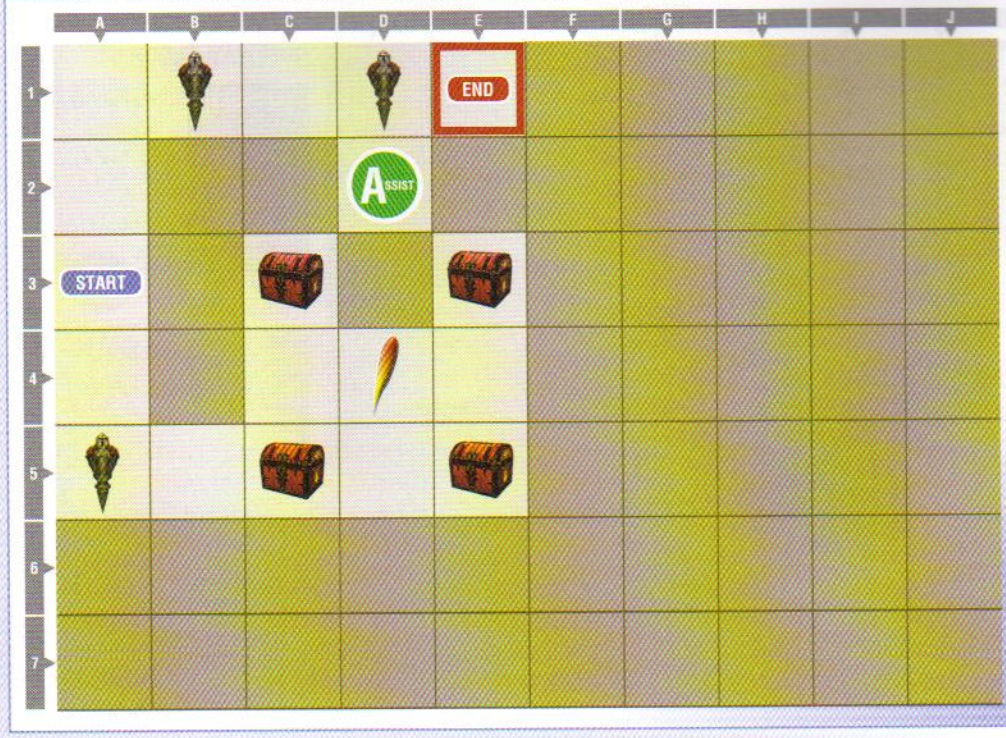
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

This is a tough floor—two purple emblems and a red, along with three very hard Manikins. The first purple emblem is a KP bonus, so chain from it if you're planning on fighting more of the floor.

You only need to hit the center and northwest Manikins if you wish to grab the chest and open the Stigma, however.

DUNGEON 17: THE DRAGON KING'S GATEWAY (FLOOR 05)

▸ MAP



THE DRAGON KING'S GATEWAY (FLOOR 05)

KP CHANCE	Win battle within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Chaos

TREASURE

A	Medal of Honor, C3
B	Onion, E3
C	Survival Knife, E5
D	Onion, C5
E	Phoenix Down, D4

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fleeting Flash	97	Orphan's Cradle (Ω)	B1	9427	1220	Sniper Eye, Pre-EX Mode, Pre-EX Revenge, Summon Unused, BRV = 0, BRV is a Prime Number, Pre-Bravery Attack, BRV ≤ Base Value x2, Attacking HP
Idle Sky Pirate	97	Sky Fortress Bahamut (Ω)	D1	9727	2118	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Ephemeral Phantom	91	Dream's End (Ω)	A5	7965	1076	Muscle Belt, Power Ring, Sturm und Drang, Attacking Bravery x2, BRV ≥ Base Value, After 30 Seconds, Near Opponent x2, Summon Unused
Idle Sky Pirate	120	Sky Fortress Bahamut (Ω)	C3	12671	4573	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Delusory Knight	123	Lunar Subterrane (Ω)	E3	11002	3803	Attractorb, Pearl Necklace, Center of the World, Close to You, Empty Assist Gauge, Summon Unused, BRV is a Prime Number, Pre-Assist, Pre-EX Revenge, BRV = 0
Imaginary Soldier	124	Planet's Core (Ω)	E5	11350	3060	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused
False Hero	122	Old Chaos Shrine (Ω)	C5	10941	3675	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused

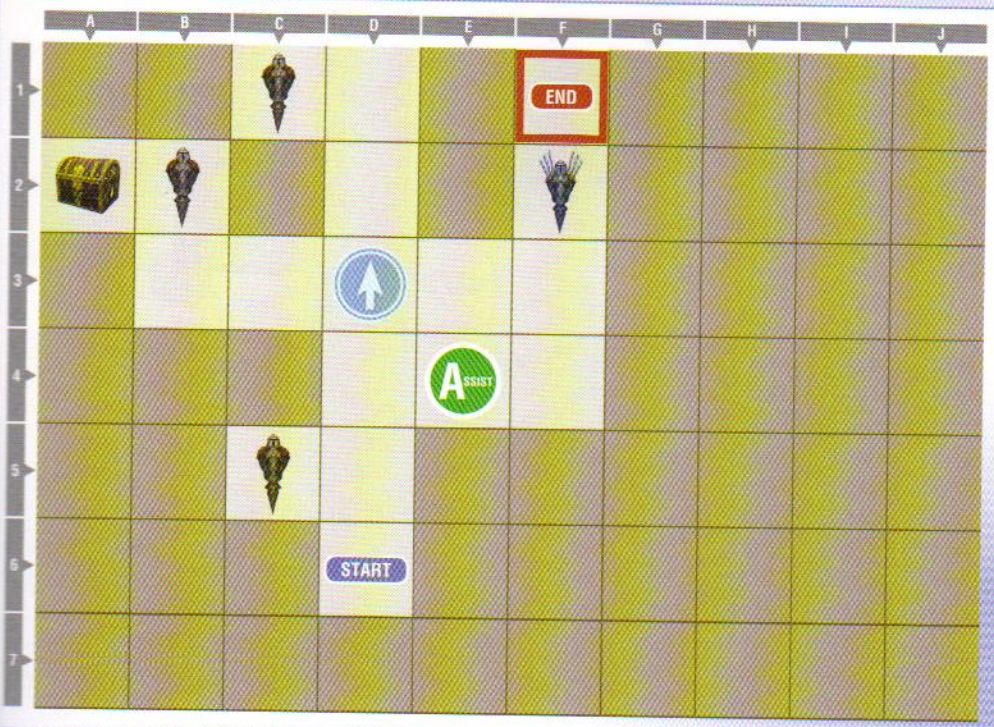
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

No emblems here, but there are four red chests in the southeast of the board.

If you're up for it, don't skip the red chests—there's a Phoenix Down in the midst of them that can be used to revive any casualties you've received up to this point, or that you incur in the course of tackling the chests.

DUNGEON 17: THE DRAGON KING'S GATEWAY (FLOOR 06)

▸ MAP



THE DRAGON KING'S GATEWAY (FLOOR 06)

KP CHANCE	Win battle within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Chaos

TREASURE

A	Assist Charge, A2
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Horror of Antiquity	80	Empyreal Paradox (Ω)	B2	7967	911	Hyper Ring, No BRV Damage, HP=100% x8
Delusory Warlock	90	Lunar Subterrane (Ω)	C1	8427	1284	Battle Ring, Battle Gem, Together As One, A Comrade's Vow, Pre-EX Mode, Pre-EX Revenge, Summon Unused, After 30 Seconds, BRV ≥ Base Value, First to Victory
Counterfeit Wraith	126	World of Darkness (Ω)	F2	10608	3402	Attractorb, Pearl Necklace, Center of the World, Close to You, Empty Assist Gauge, Summon Unused, BRV is a Prime Number, Pre-Assist, Pre-EX Revenge, BRV = 0
Warrior of Antiquity	79	Sky Fortress Bahamut (Ω)	C5	8154	1056	Arcane Resin, Pearl Necklace, Dragonfly Orb, Attractorb, BRV Break x6

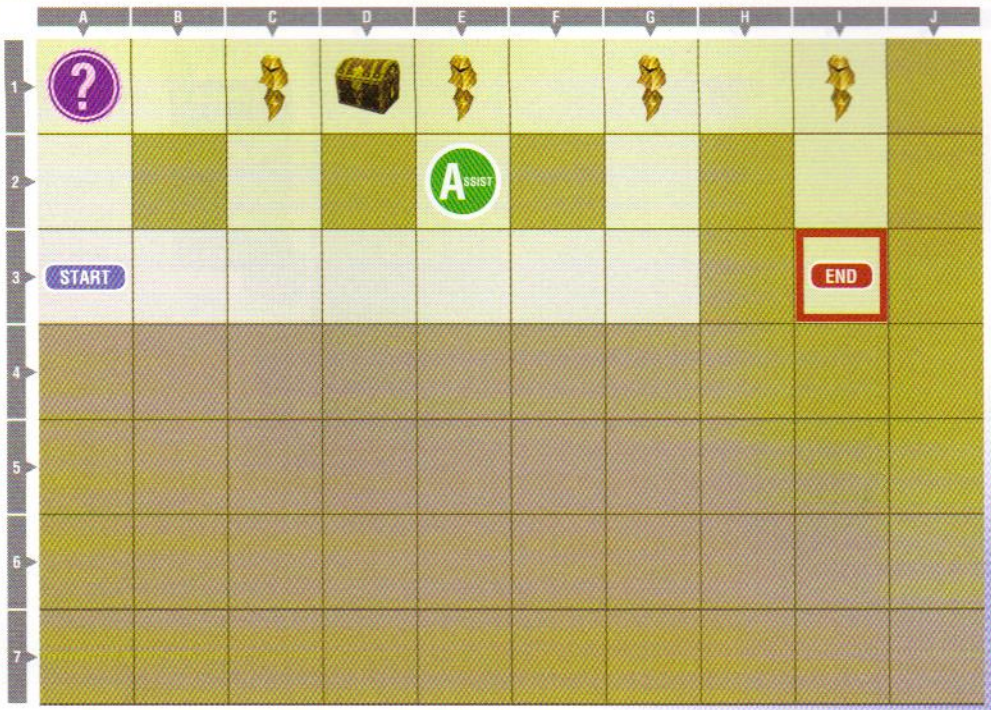
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The blue emblem in the center of this board can be used to chain all of the Manikins if you have a Jump Chain handy.

There is only one chest off to the west, with the Stigma guarded by a single very hard Manikin to the east.

DUNGEON 17: THE DRAGON KING'S GATEWAY (FLOOR 07)

▸ MAP



THE DRAGON KING'S GATEWAY (FLOOR 07)

KP CHANCE	Win battle within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Chaos

TREASURE

A	Diamond Ring, D1
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Dragoon	100	Lunar Subterrane (Ω)	C1	1	667	The Rotten, Hyper Ring, Muscle Belt, Near Opponent x5, Arcane Resin
Imaginary Brawler	100	Planet's Core (Ω)	E1	1	1036	The Rotten, Hyper Ring, Muscle Belt, Near Opponent x5, Arcane Resin
Transient Gunner	100	Ultemecia's Castle (Ω)	G1	1	9999	Soul of the Destroyer, The Rotten
Imaginary Champion	100	Planet's Core (Ω)	I1	1	667	The Rotten, Hyper Ring, Muscle Belt, Near Opponent x5, Arcane Resin

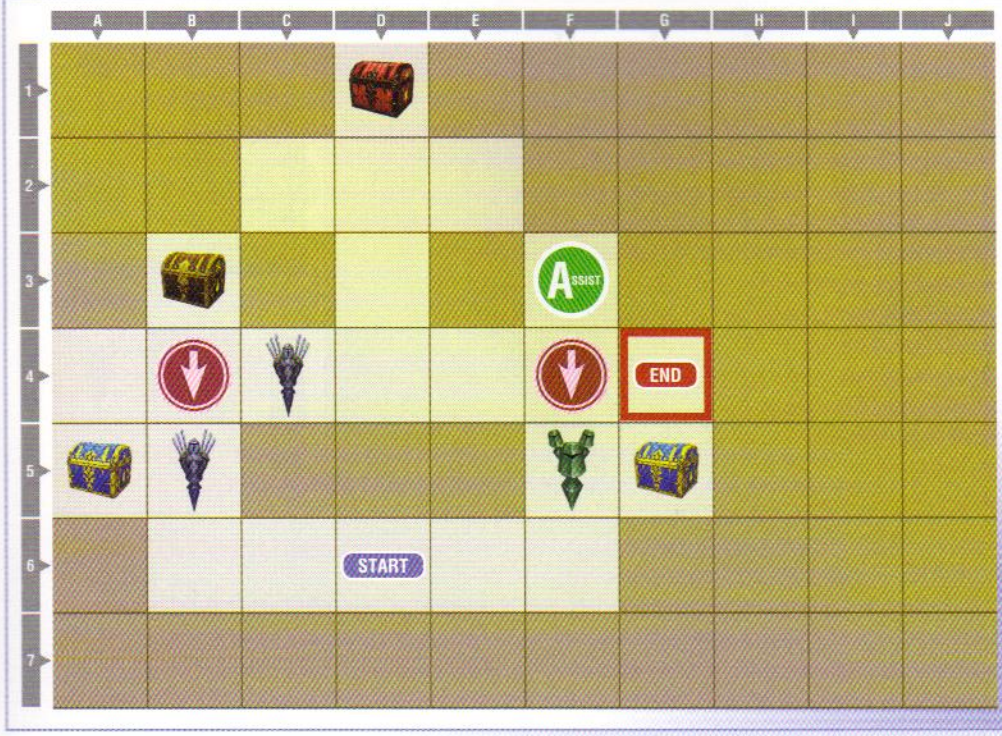
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There is a single purple emblem here that reduces bravery to 0.

The only opposition on this floor are four Gold Manikins.

DUNGEON 17: THE DRAGON KING'S GATEWAY (FLOOR 08)

▸MAP



THE DRAGON KING'S GATEWAY (FLOOR 08)

KP CHANCE	Win battle within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Chaos

TREASURE

A	Diamond Ring, B3
B	Tarragoner, D1
C	Life of the Planet, G5
D	Splendor of the Wind, A5

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Champion	127	Planet's Core (Ω)	B5	10668	3433	Sniper Eye, Pre-EX Mode, Pre-EX Revenge, Summon Unused, BRV = 0, BRV is a Prime Number, Pre-Bravery Attack, BRV ≤ Base Value x2, Attacking HP
Lady of Antiquity	128	Empyreal Paradox (Ω)	C4	11229	3707	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
False Hero	98	Old Chaos Shrine (Ω)	F5	9987	1358	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
Imitation Liegeman	98	Pandaemonium (Ω)	F5	8911	1047	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused
Counterfeit Youth	99	Crystal Tower	F5	9548	1236	Muscle Belt, Power Ring, Sturm und Drang, Attacking Bravery x2, BRV ≥ Base Value, After 30 Seconds, Near Opponent x2, Summon Unused
Delusory Knight	99	Lunar Subterrane (Ω)	F5	9548	1426	Battle Ring, Battle Gem, Together as One, A Comrade's Vow, Pre-EX Mode, Pre-EX Revenge, Summon Unused, After 30 Seconds, BRV ≥ Base Value, First to Victory
Fallacious Wanderer	99	The Rift (Ω)	F5	9548	1236	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist
Fallacious Giant	129	The Rift (Ω)	D1	10790	3576	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused

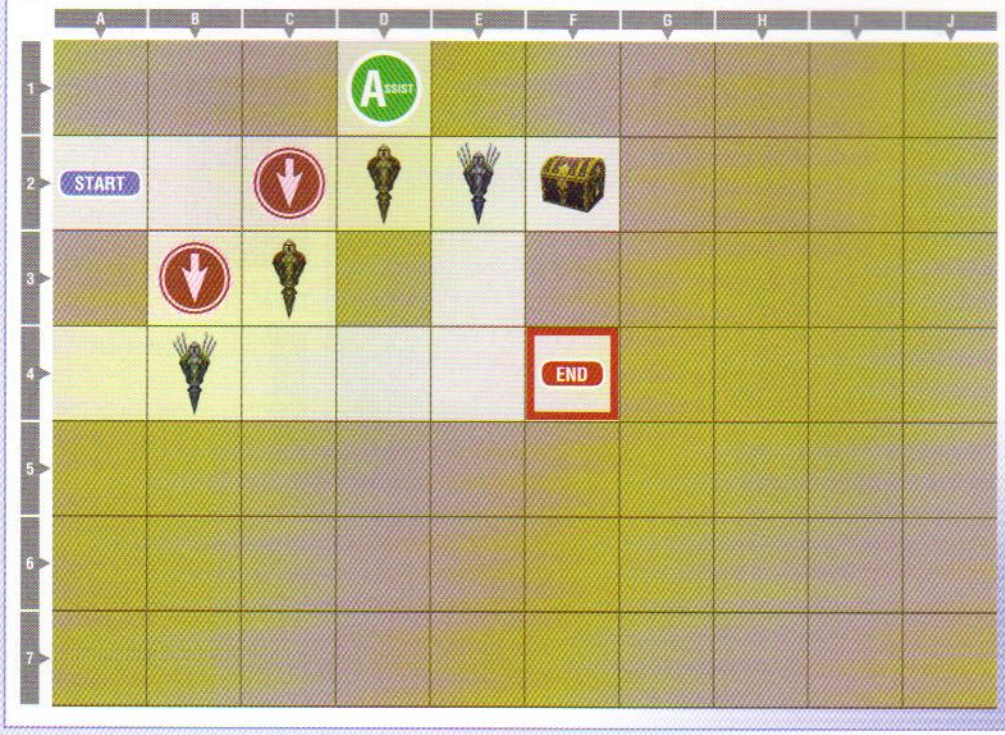
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

There are two red emblems on this battleboard, although you only need to deal with them if you want to retrieve all of the chests.

There is one red chest to the north; the eastern and western chests are guarded by a full-size, five-Manikin party and very hard Manikins, respectively.

DUNGEON 17: THE DRAGON KING'S GATEWAY (FLOOR 09)

▸ MAP



THE DRAGON KING'S GATEWAY (FLOOR 09)

KP CHANCE	Win battle within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Chaos

TREASURE

A	Valor Resin, F2
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Horror of Antiquity	129	Empyreal Paradox (Ω)	B4	10268	3713	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
Phantasmal Girl	99	Phantom Train	C3	8972	1122	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Transient Lion	100	Ultimecia's Castle (Ω)	D2	11460	1718	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Phantasmal Harlequin	127	Kefka's Tower (Ω)	E2	10668	3467	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist

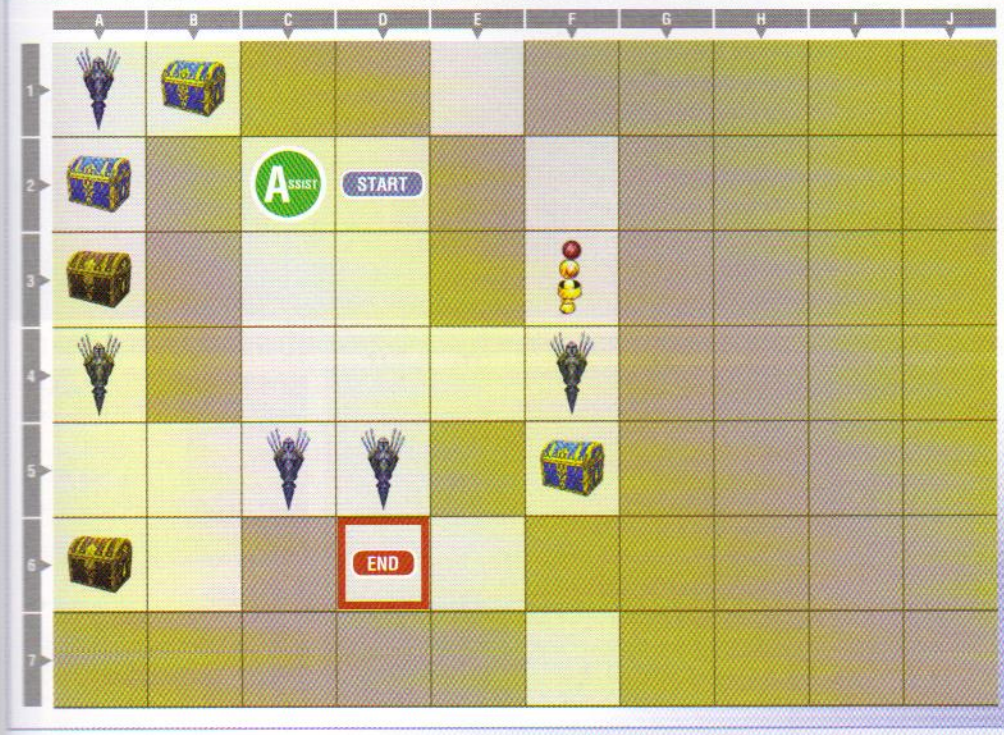
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Two red emblems are here—both inconveniently located. Chain from just behind them if possible, as there are no emblems on the next floor that you need to avoid.

You only need to face one of the Manikins to reach the Stigma, or two if you want the chest to the east.

DUNGEON 17: THE DRAGON KING'S GATEWAY (FLOOR 10)

▸ MAP



THE DRAGON KING'S GATEWAY (FLOOR 10)

KP CHANCE	Win battle within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Chaos

TREASURE

A	Toe Jam Tragedy, B1
B	Price of Treachery, F5
C	Friendship Resin, A6
D	Dragon's Tear, A3
E	Braska's Sphere, A2
F	KP Gold Cup, F3

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Transient Gunner	121	Ultimecia's Castle (Ω)	A1	12432	2668	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused
Imaginary Brawler	121	Planet's Core (Ω)	F4	9783	2903	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
Delusory Dragoon	120	Lunar Subterrane (Ω)	D5	10744	2770	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
Idle Sky Pirate	120	Sky Fortress Bahamut (Ω)	C5	12671	4573	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Fleeting Flash	120	Orphan's Cradle (Ω)	A4	10820	3426	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

All Manikins on this floor are very hard.

On the upshot, there are also five treasure chests and a KP Gold Cup to the east.

You only need to defeat one Manikin to finish the floor; the others are all guarding treasure.

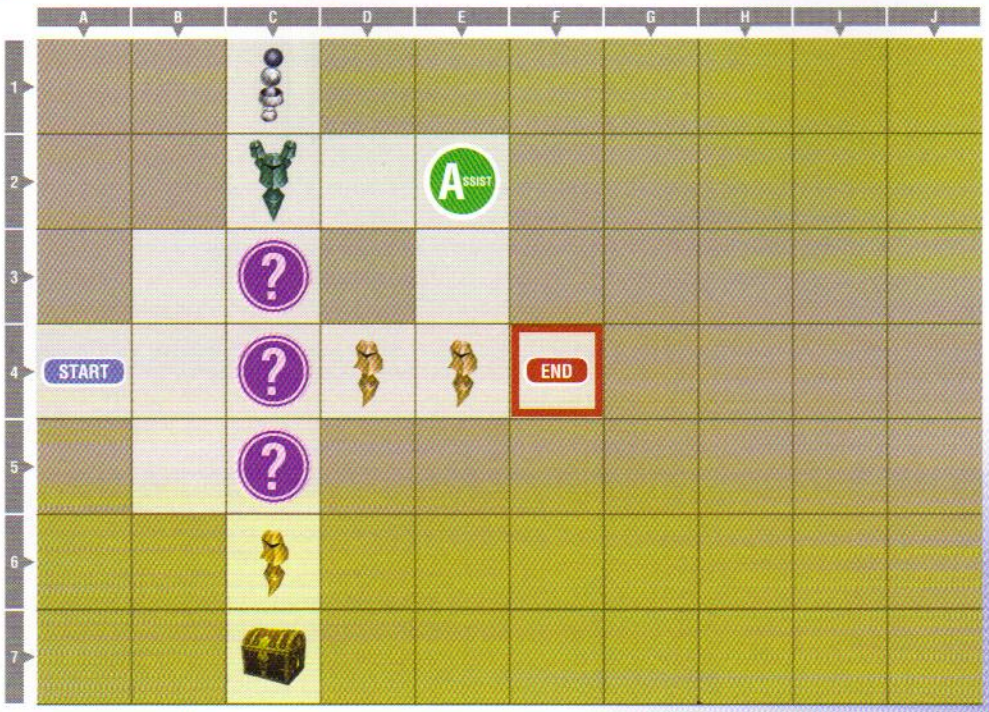
Since this is the final floor and there is no last boss, do your best to secure as much of the loot as you can—it was a long trek to get this deep!

LAND OF DISCORD

The final area is the home of Chaos, and you must battle through your toughest opposition to reach your ultimate destination.

GATE 18: CONFINEMENT AND FLIGHT

▸MAP



CONFINEMENT AND FLIGHT

KP CHANCE	Win battle within 60 seconds
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Chaos

TREASURE

A	KP Silver Cup, C1
B	30000 gil, C7
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Dragoon	100	Lunar Subterrane (Ω)	C2	1	667	The Rotten, Hyper Ring, Muscle Belt, Near Opponent x5, Arcane Resin
Transient Lion	100	Ultimecia's Castle (Ω)	C2	11460	1718	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Imaginary Soldier	100	Planet's Core (Ω)	C2	10196	1887	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Fallacious Wanderer	100	The Rift (Ω)	D4	1	957	Arcane Resin, The Rotten, Hyper Ring, Near Opponent x5
Counterfeit Wraith	100	World of Darkness (Ω)	E4	1	3108	The Rotten, Soul of the Sovereign
Delusory Warlock	100	Lunar Subterrane (Ω)	C6	1	0	The Rotten, Soul of the Craven, Guardian Bangle, HP=1 x3

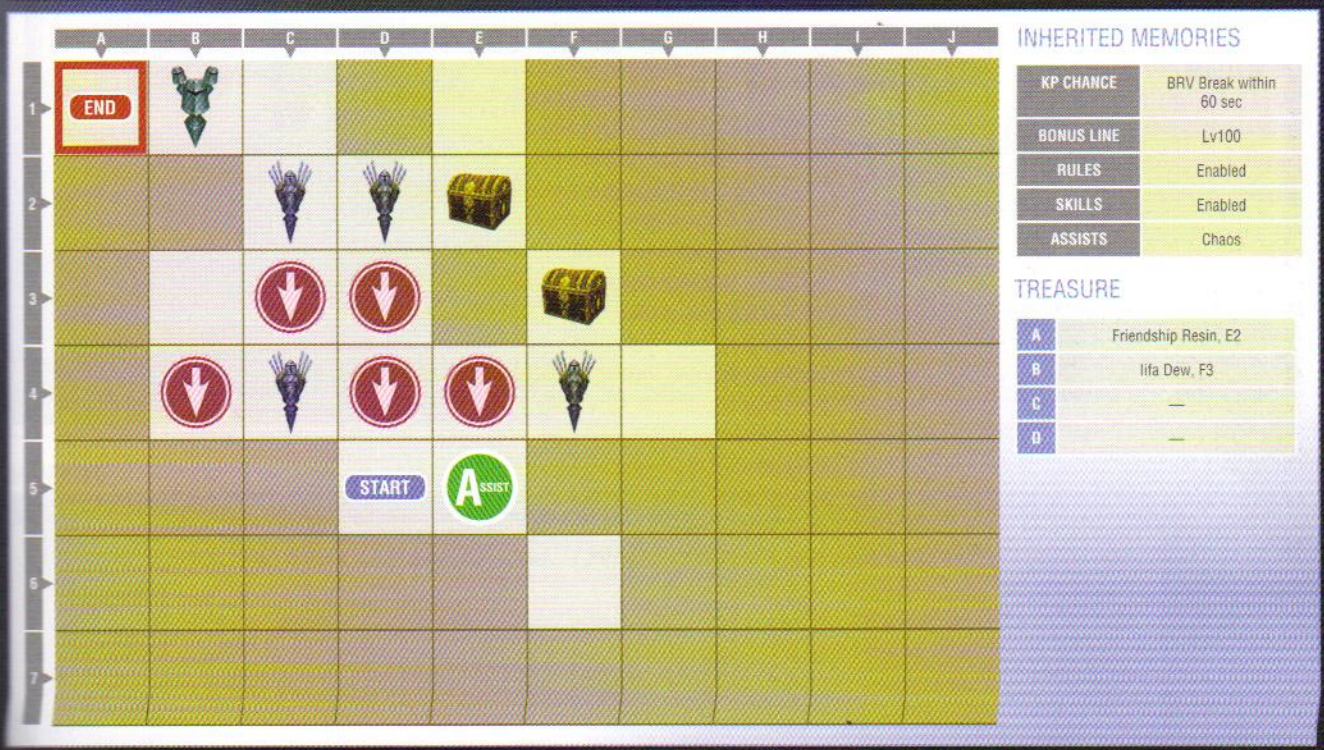
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Your Assist in the northeast to help you along, and three purple emblems in the center of the board.

Your opposition here are three Gold Manikins and a three-Manikin party to the north.

GATE 19: INHERITED MEMORIES

MAP



INHERITED MEMORIES

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Chaos

TREASURE

A	Friendship Resin, E2
B	Iifa Dew, F3
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Girl	123	Phantom Train	B1	10426	3062	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
Capricious Thief	124	M.S. Prima Vista	B1	10487	3163	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist
Imaginary Champion	127	Planet's Core (Ω)	B1	10668	3433	Sniper Eye, Pre-EX Mode, Pre-EX Revenge, Summon Unused, BRV = 0, BRV is a Prime Number, Pre-Bravery Attack, BRV ≤ Base Value x2, Attacking HP
Idle Sky Pirate	120	Sky Fortress Bahamut (Ω)	C2	12671	4573	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Fleeting Flash	120	Orphan's Cradle (Ω)	D2	10820	3426	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Fallacious Wanderer	123	The Rift (Ω)	F4	10404	3197	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
Delusory Dragoon	120	Lunar Subterrane (Ω)	C4	10744	2770	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem

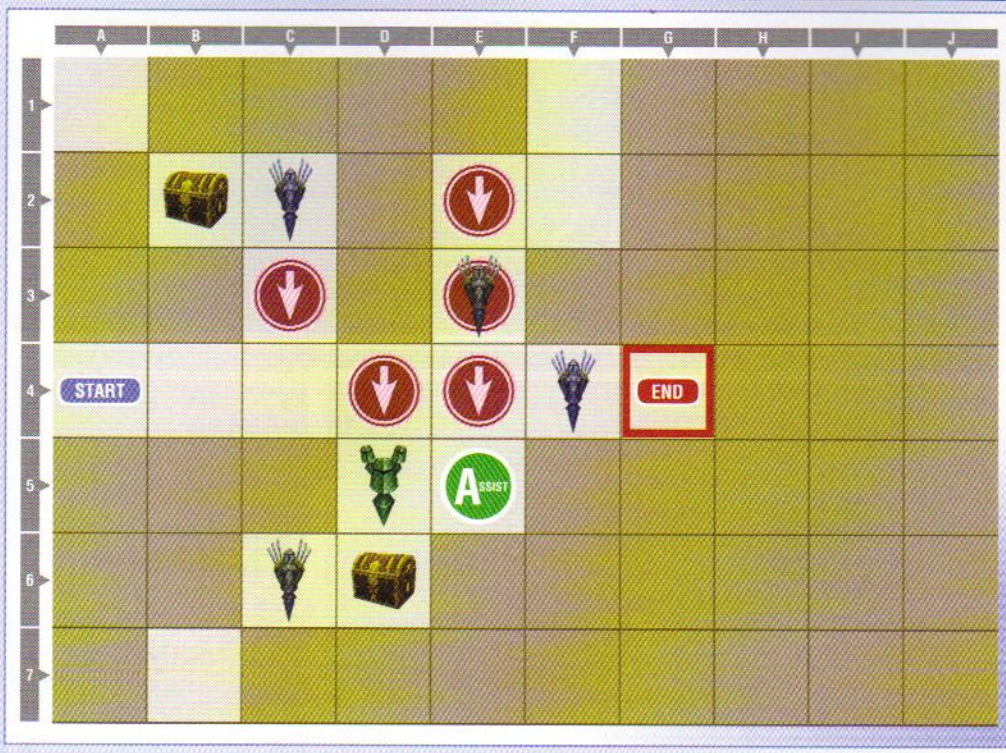
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

This is a nasty gateway: *five* red emblems here, along with multiple very hard Manikins and a party blocking the path out.

There isn't a great position to chain from, but you can do so from the starting square, clear a space, and use a second chain if you want to skip the red emblems.

GATE 20: GATEWAY OF ARTIFICIAL LIFE

▸MAP



GATEWAY OF ARTIFICIAL LIFE

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Chaos

TREASURE

A	Pebble, B2
B	Diamond Ring, D6
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Harlequin	127	Kefka's Tower (Ω)	C2	10668	3467	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist
Capricious Thief	124	M.S. Prima Vista	E3	10487	3163	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist
Imaginary Champion	127	Planet's Core (Ω)	F4	10668	3433	Sniper Eye, Pre-EX Mode, Pre-EX Revenge, Summon Unused, BRV = 0, BRV is a Prime Number, Pre-Bravery Attack, BRV ≤ Base Value x2, Attacking HP
Imitation Liegeman	122	Pandaemonium (Ω)	D5	10365	2861	Muscle Belt, Power Ring, Sturm und Drang, Attacking Bravery x2, BRV ≥ Base Value, After 30 Seconds, Near Opponent x2, Summon Unused
Counterfeit Youth	122	Crystal Tower	D5	10941	3675	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist
Delusory Knight	123	Lunar Subterrane (Ω)	D5	11002	3803	Attractorb, Pearl Necklace, Center of the World, Close to You, Empty Assist Gauge, Summon Unused, BRV is a Prime Number, Pre-Assist, Pre-EX Revenge, BRV = 0
Counterfeit Wraith	126	World of Darkness (Ω)	D5	10608	3402	Attractorb, Pearl Necklace, Center of the World, Close to You, Empty Assist Gauge, Summon Unused, BRV is a Prime Number, Pre-Assist, Pre-EX Revenge, BRV = 0
Delusory Warlock	126	Lunar Subterrane (Ω)	D5	10608	4040	Battle Ring, Battle Gem, Together as One, A Comrade's Vow, Pre-EX Mode, Pre-EX Revenge, Summon Unused, After 30 Seconds, BRV ≥ Base Value, First to Victory
Transient Witch	127	Ultimecia's Castle (Ω)	C6	10668	3502	Attractorb, Pearl Necklace, Center of the World, Close to You, Empty Assist Gauge, Summon Unused, BRV is a Prime Number, Pre-Assist, Pre-EX Revenge, BRV = 0

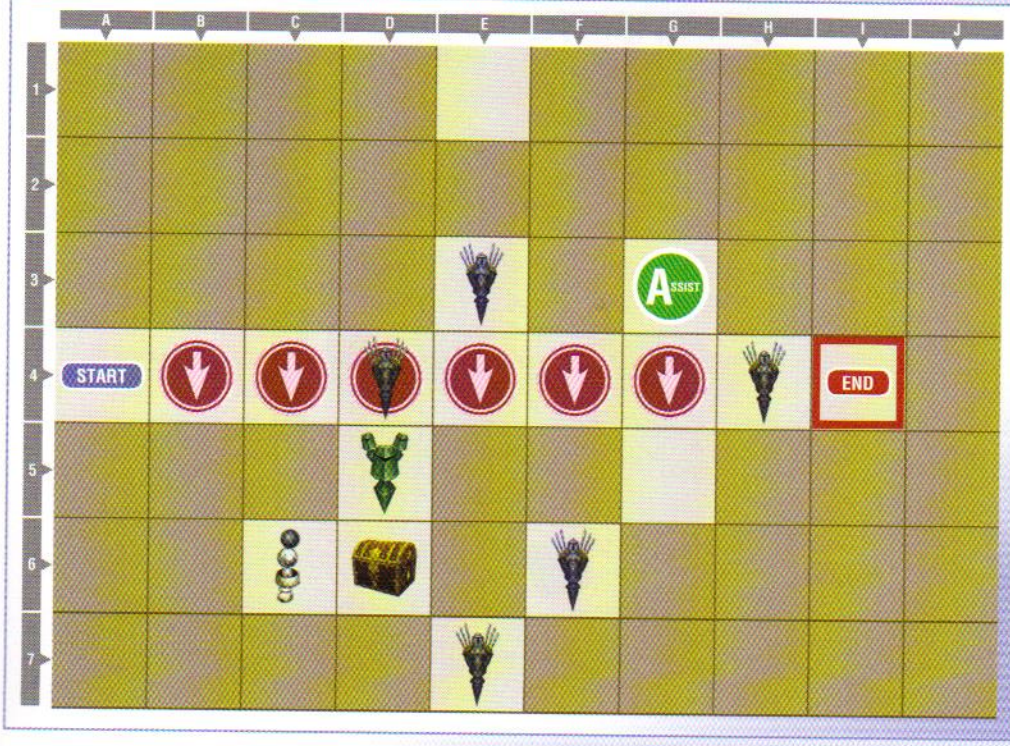
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

Five red emblems here, as well as four very hard Manikins and a very full party.

Use chains off of the emblems to tackle this gate. It makes the fights a lot more manageable, especially if you use a combat booster skill at the same time.

GATE 21: TO A FOREIGN WORLD

MAP



TO A FOREIGN WORLD

KP CHANCE	Win battle within 60 seconds
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Chaos

TREASURE

A	KP Silver Cup, C6
B	Gold Angel, D6
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Ephemeral Vision	125	Dream's End (Ω)	D4	11423	6496	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
False Stalwart	125	Old Chaos Shrine (Ω)	E3	10547	3162	Muscle Belt, Power Ring, Sturm und Drang, Attacking Bravery x2, BRV ≥ Base Value, After 30 Seconds, Near Opponent x2, Summon Unused
Imitation Despot	125	Pandaemonium - Top Floor	H4	10547	3264	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused
Delusory Warlock	126	Lunar Subterrane (Ω)	F6	10608	4040	Battle Ring, Battle Gem, Together as One, A Comrade's Vow, Pre-EX Mode, Pre-EX Revenge, Summon Unused, After 30 Seconds, BRV ≥ Base Value, First to Victory
Counterfeit Wraith	126	World of Darkness (Ω)	E7	10608	3402	Attractorb, Pearl Necklace, Center of the World, Close to You, Empty Assist Gauge, Summon Unused, BRV is a Prime Number, Pre-Assist, Pre-EX Revenge, BRV = 0
Ephemeral Phantom	128	Dream's End (Ω)	D5	10207	3607	Muscle Belt, Power Ring, Sturm und Drang, Attacking Bravery x2, BRV ≥ Base Value, After 30 Seconds, Near Opponent x2, Summon Unused
Lady of Antiquity	128	Empyreal Paradox (Ω)	D5	11229	3707	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
Warrior of Antiquity	129	Sky Fortress Bahamut (Ω)	D5	11653	8162	Sniper Eye, Pre-EX Mode, Pre-EX Revenge, Summon Unused, BRV = 0, BRV is a Prime Number, Pre-Bravery Attack, BRV ≤ Base Value x2, Attacking HP

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

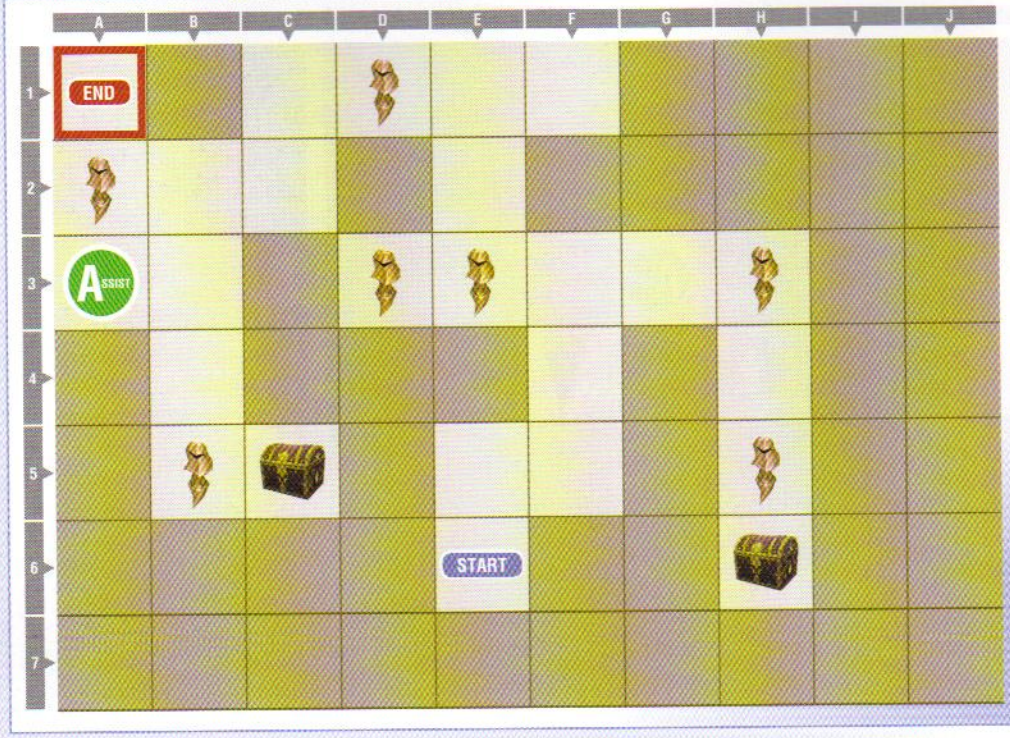
This gate has *six* red emblems in a row, and since they're all down the central east-west stretch of this board, they're difficult to avoid, even with chain usage.

Pick the least damaging emblem to clear a space from, then chain from an empty emblem if you're going to clear out the entire gate.

The two southern very hard Manikins are only accessible via chain.

GATE 22: PERVASIVE SORROW

▸ MAP



PERVASIVE SORROW

KP CHANCE	Win battle within 10 seconds
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Chaos

TREASURE

A	Delicious Fish, H6
B	Diamond Ring, C5
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Delusory Knight	100	Lunar Subterrane (Ω)	A2	1	0	The Rotten, Soul of the Craven, Guardian Bangle, HP=1 x3
Idle Sky Pirate	100	Sky Fortress Bahamut (Ω)	D1	1	2871	The Rotten, Soul of the Sovereign
Ephemeral Vision	100	Dream's End (Ω)	H3	1	997	Hyper Ring, No BRV Damage x3, The Rotten
Phantasmal Harlequin	100	Kefka's Tower (Ω)	H5	1	2991	The Rotten, Soul of the Sovereign
Imaginary Champion	100	Planet's Core (Ω)	B5	1	667	The Rotten, Hyper Ring, Muscle Belt, Near Opponent x5, Arcane Resin
Counterfeit Youth	100	Crystal Tower	E3	333	2871	The Derelict, Arcane Resin, Soul of the Sovereign, Iifa Leaf
Fleeting Flash	100	Orphan's Cradle (Ω)	D3	1	957	Arcane Resin, The Rotten, Hyper Ring, Near Opponent x5

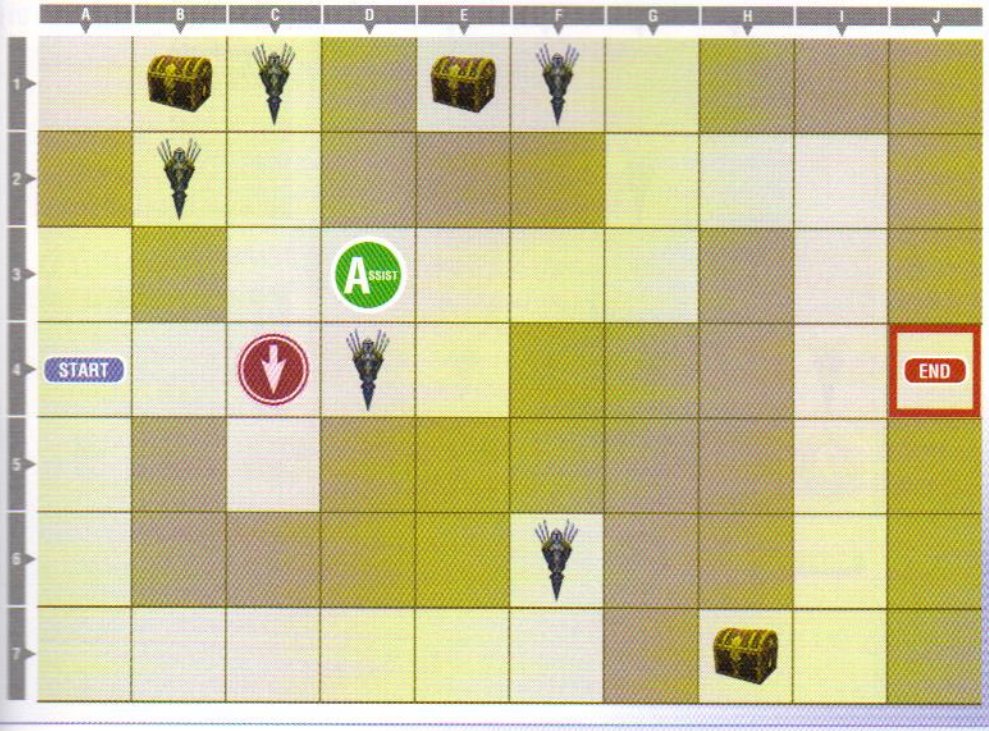
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

The KP Chance for this gate looks initially impossible—except the gate is filled with Gold Manikins. The fights are likely to end inside of 10 seconds!

No emblems in this gate, but there are *seven* Gold Manikins in here if you want to clear the gate fully and gather the treasures.

GATE 23: SOLITARY SALVATION

▸MAP



SOLITARY SALVATION

KP CHANCE	BRV Break within 60 sec
BONUS LINE	Lv100
RULES	Enabled
SKILLS	Enabled
ASSISTS	Chaos

TREASURE

A	Al Bhed Primer, B1
B	Pebble, E1
C	Iifa Dew, H7
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Fallacious Wanderer	123	The Rift (Ω)	B2	10404	3197	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
False Stalwart	125	Old Chaos Shrine (Ω)	C1	10547	3162	Muscle Belt, Power Ring, Sturm und Drang, Attacking Bravery x2, BRV ≥ Base Value, After 30 Seconds, Near Opponent x2, Summon Unused
Ephemeral Phantom	128	Dream's End (Ω)	F1	10207	3607	Muscle Belt, Power Ring, Sturm und Drang, Attacking Bravery x2, BRV ≥ Base Value, After 30 Seconds, Near Opponent x2, Summon Unused
Imitation Despot	125	Pandaemonium - Top Floor	F6	10547	3264	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused
Delusory Knight	123	Lunar Subterrane (Ω)	D4	11002	3803	Attractorb, Pearl Necklace, Center of the World, Close to You, Empty Assist Gauge, Summon Unused, BRV is a Prime Number, Pre-Assist, Pre-EX Revenge, BRV = 0

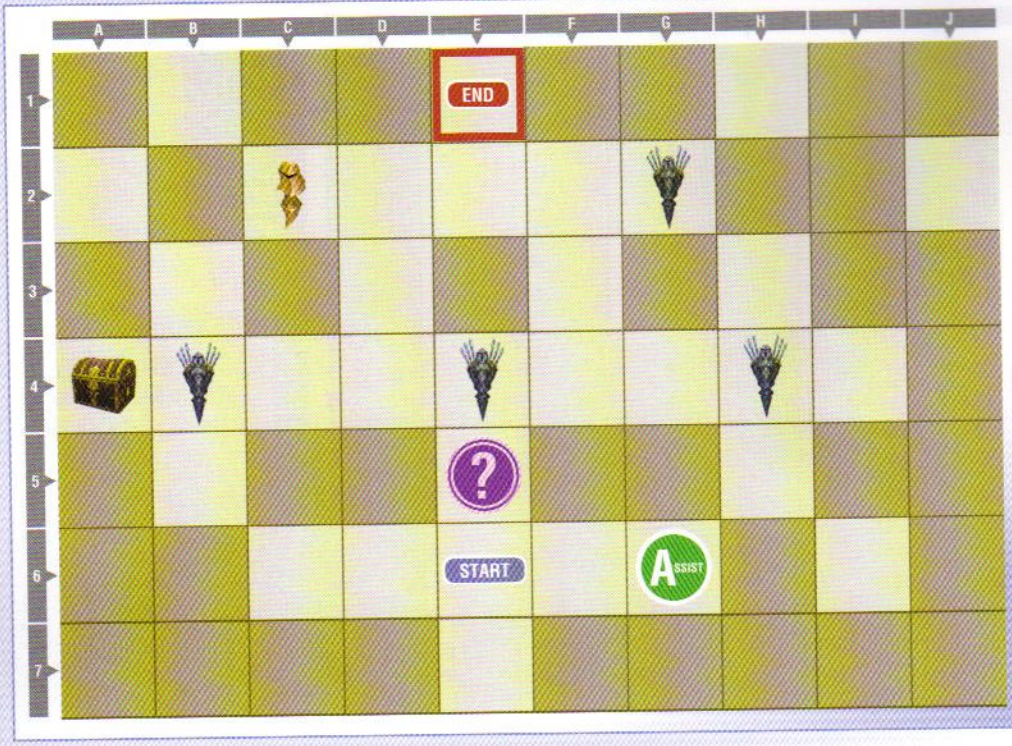
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

A single red emblem is located on the floor here.

There are five very hard Manikins as well, but only the center Manikin needs to be defeated to clear a path to the exit, should you wish to pass through quickly.

DUNGEON 24: EDGE OF DISCORD (FLOOR 01)

▸MAP



EDGE OF DISCORD (FLOOR 01)

KP CHANCE	Win battle
BONUS LINE	Lv100
RULES	Disabled
SKILLS	Disabled
ASSISTS	Random

TREASURE

A	Gold Angel, A4
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
False Stalwart	100	Old Chaos Shrine (Ω)	C2	1	2871	The Rotten, Soul of the Sovereign
Imaginary Brawler	121	Planet's Core (Ω)	G2	9783	2903	Attractorb, Pearl Necklace, White Gem, Center of the World, Dragonfly Orb, Pre-Assist, Summon Unused, BRV ≤ Base Value x2, EX Mode
Idle Sky Pirate	120	Sky Fortress Bahamut (Ω)	H4	12671	4573	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Delusory Dragoon	120	Lunar Subterrane (Ω)	E4	10744	2770	Red Gem, Red Drop x3, Miracle Shoes, Berserker Ring, Orange Gem, Green Gem, Blue Gem, White Gem
Fleeting Flash	120	Orphan's Cradle (Ω)	B4	10820	3426	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

This gate begins your descent to the final conflict. You don't need to worry about stocking up on skills, because they are disabled in this gate—along with rules.

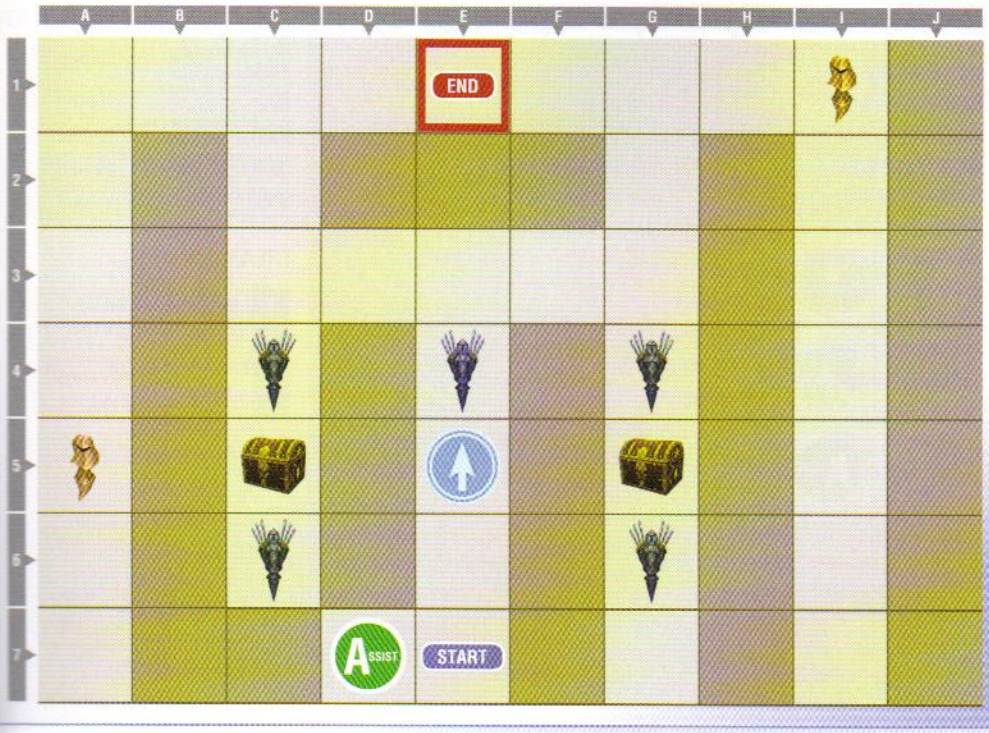
Do, however, bring and use your breakable accessories.

Only a single purple emblem here, and it's a KP bonus emblem for the first battle.

While most encounters here are of the very hard variety, they aren't any nastier than the Manikins you have been facing up to this point—if you've made it this far, you're ready to push on to the end.

DUNGEON 24: EDGE OF DISCORD (FLOOR 02)

▸ MAP



EDGE OF DISCORD (FLOOR 02)

KP CHANCE	Win battle
BONUS LINE	Lv100
RULES	Disabled
SKILLS	Disabled
ASSISTS	Random

TREASURE

A	Valor Resin, C5
B	Friendship Resin, G5
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Capricious Thief	100	M.S. Prima Vista	A5	1	9999	Soul of the Destroyer, The Rotten
Imitation Liegeman	122	Pandaemonium (Ω)	C4	10365	2861	Muscle Belt, Power Ring, Sturm und Drang, Attacking Bravery x2, BRV ≥ Base Value, After 30 Seconds, Near Opponent x2, Summon Unused
Transient Gunner	121	Ultimecia's Castle (Ω)	E4	12432	2666	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused
Delusory Warlock	100	Lunar Subterrane (Ω)	I1	1	0	The Rotten, Soul of the Craven, Guardian Bangle, HP=1 x3
Counterfeit Youth	122	Crystal Tower	G4	10941	3675	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist
False Hero	122	Old Chaos Shrine (Ω)	F6	10941	3675	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Ephemeral Summoner	121	Dream's End (Ω)	C6	10305	2868	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused

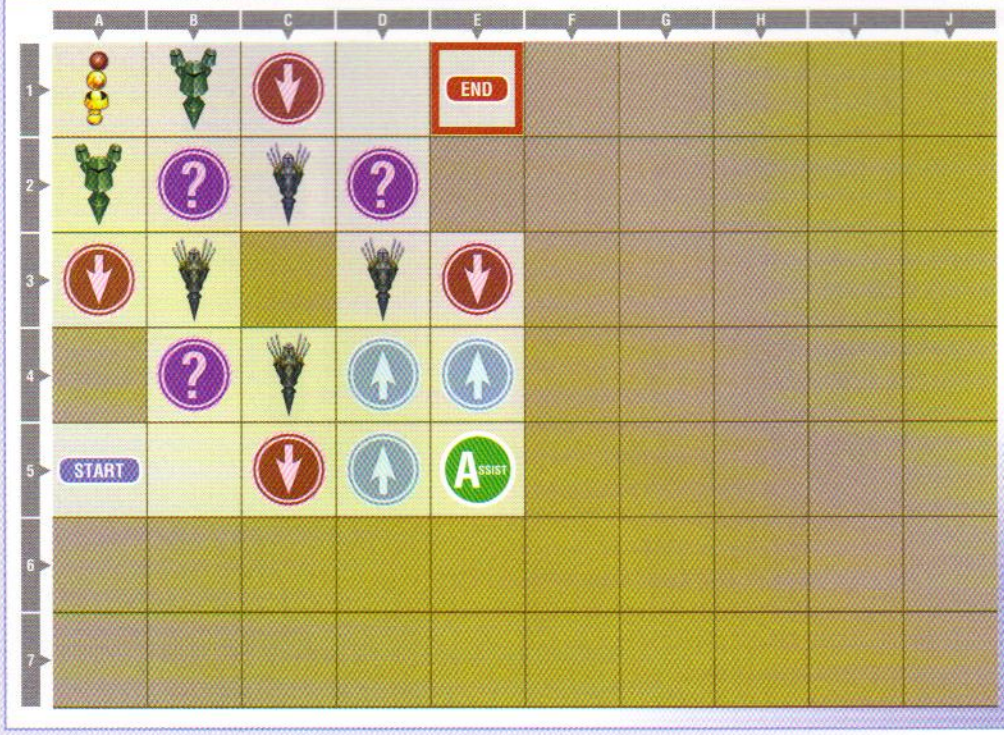
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

A single blue emblem is located here, and it's a useful one; breakable accessories won't break, but as you can't chain in this dungeon, it's only good for the first battle.

The majority of this floor's Manikins are optional. You can head right for the exit, unless you wish to secure the two treasure chests here.

DUNGEON 24: EDGE OF DISCORD (FLOOR 03)

▸ MAP



EDGE OF DISCORD (FLOOR 03)

KP CHANCE	Win battle
BONUS LINE	Lv100
RULES	Disabled
SKILLS	Disabled
ASSISTS	Random

TREASURE

A	KP Gold Cup, A1
B	—
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Phantasmal Girl	99	Phantom Train	A2	8972	1122	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Phantasmal Harlequin	127	Kefka's Tower (Ω)	A2	10668	3467	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist
Ephemeral Phantom	100	Dream's End (Ω)	B1	1	997	Hyper Ring, No BRV Damage x3, The Rotten
Ephemeral Vision	125	Dream's End (Ω)	B1	11423	6596	Hero's Seal, First to Victory, Blue Gem, Blue Drop x3, Red Gem, Green Gem, White Gem, Orange Gem
Counterfeit Youth	122	Crystal Tower	C2	10941	3675	Attractorb, Pearl Necklace, Angel's Bell, Silver Hourglass, Center of the World, Close to You, Mystic Guard, EX Mode, Empty Assist Gauge, Pre-Assist
Imitation Liegeman	122	Pandaemonium (Ω)	D3	10365	2861	Muscle Belt, Power Ring, Sturm und Drang, Attacking Bravery x2, BRV ≥ Base Value, After 30 Seconds, Near Opponent x2, Summon Unused
False Hero	122	Old Chaos Shrine (Ω)	C4	10941	3675	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused
Delusory Knight	123	Lunar Subterrane (Ω)	B3	11002	3803	Attractorb, Pearl Necklace, Center of the World, Close to You, Empty Assist Gauge, Summon Unused, BRV is a Prime Number, Pre-Assist, Pre-EX Revenge, BRV = 0

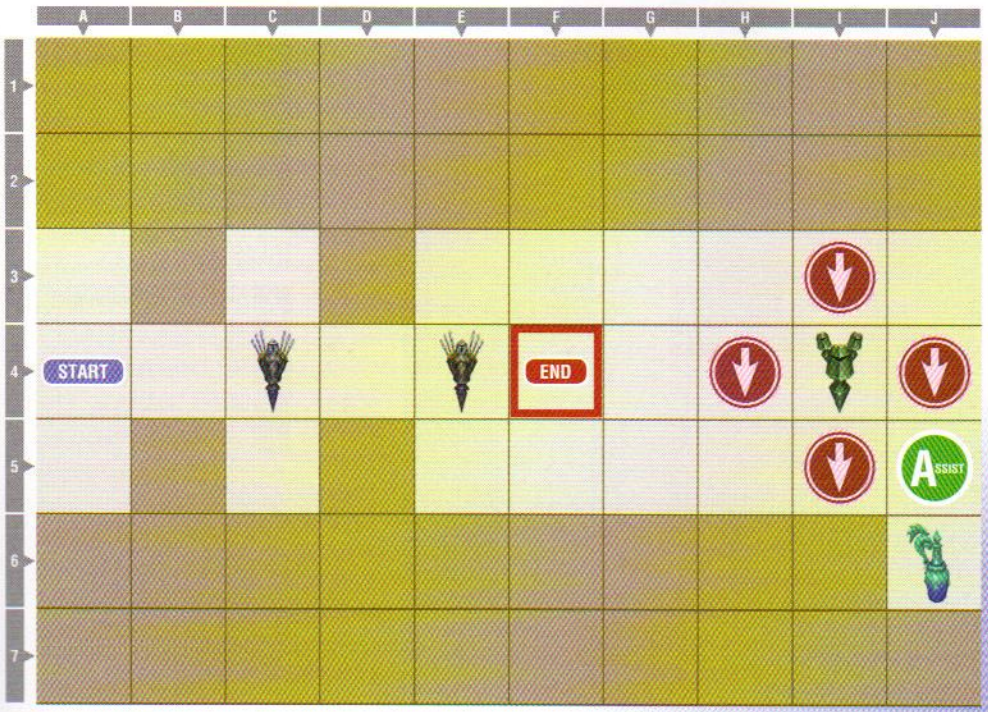
**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

This floor is an absolute mess of emblems with four red, three blue, and three purple.

Despite your inability to chain, you are given some choice about where you must engage the Manikins. If you want to go for the KP Gold Cup in the northwest, you are in for some battling, as you need to clear out everything to get the most benefit from it.

DUNGEON 24: EDGE OF DISCORD (FLOOR 04)

MAP



EDGE OF DISCORD (FLOOR 04)

KP CHANCE	Win battle
BONUS LINE	Lv100
RULES	Disabled
SKILLS	Disabled
ASSISTS	Random

TREASURE

A	Potion, J6
B	Iifa Leaf, I4
C	—
D	—

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Imaginary Champion	127	Planet's Core (Ω)	C4	10668	3433	Sniper Eye, Pre-EX Mode, Pre-EX Revenge, Summon Unused, BRV = 0, BRV is a Prime Number, Pre-Bravery Attack, BRV ≤ Base Value x2, Attacking HP
False Stalwart	125	Old Chaos Shrine (Ω)	E4	10547	3162	Muscle Belt, Power Ring, Sturm und Drang, Attacking Bravery x2, BRV ≥ Base Value, After 30 Seconds, Near Opponent x2, Summon Unused
Imitation Despot	125	Pandaemonium - Top Floor	I4	10547	3264	Hyper Ring, Booster, Berserker Ring, Sturm und Drang, Aerial, Maintain Assist, Full Assist Gauge, Pre-EX Mode, Pre-EX Revenge, Summon Unused
Delusory Knight	123	Lunar Subterrane (Ω)	I4	11002	3803	Attractorb, Pearl Necklace, Center of the World, Close to You, Empty Assist Gauge, Summon Unused, BRV is a Prime Number, Pre-Assist, Pre-EX Revenge, BRV = 0
False Hero	122	Old Chaos Shrine (Ω)	I4	10941	3675	Earring, Hyper Ring, Far from Opponent x2, Aerial, BRV ≥ Base Value, After 30 Seconds, BRV ≤ Base Value x2, Summon Unused

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*

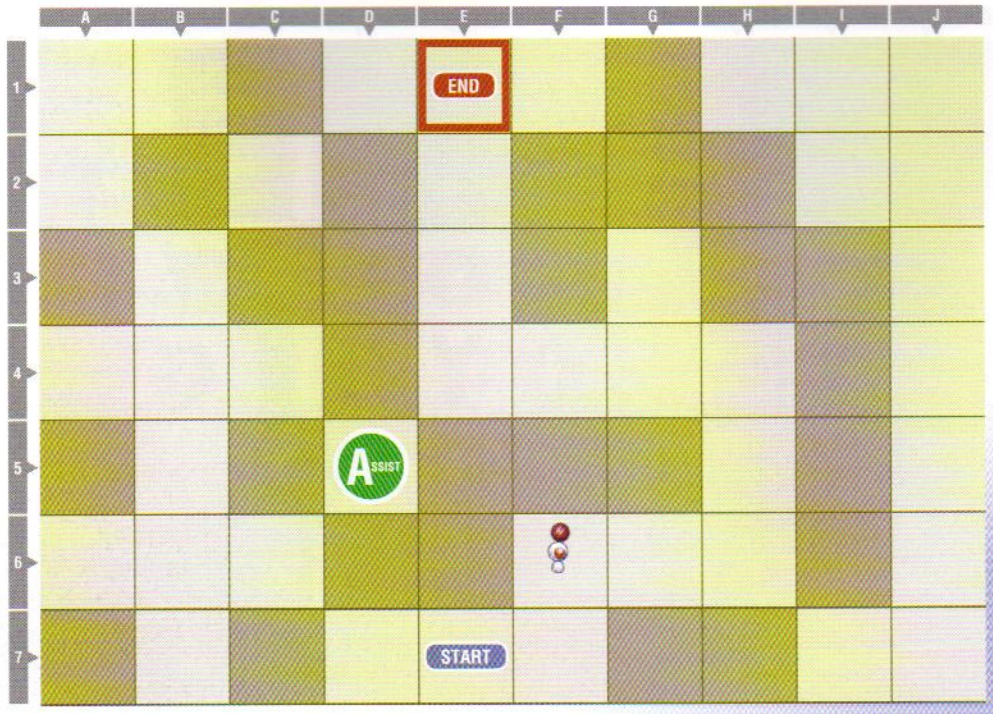
Four red emblems here, but they all encircle a nasty three-member Manikin party to the east—you can choose the least painful one if you do engage.

Defeating the triple stack causes a chest to appear.

There is also a lone Potion on this floor, but the Assist in the southeast guards it, so you need to decide if the recovery is worth the battle.

DUNGEON 05: EDGE OF DISCORD (FLOOR 05)

▸ MAP



EDGE OF DISCORD (FLOOR 05)

KP CHANCE	Win battle
BONUS LINE	Lv100
RULES	Disabled
SKILLS	Disabled
ASSISTS	Random

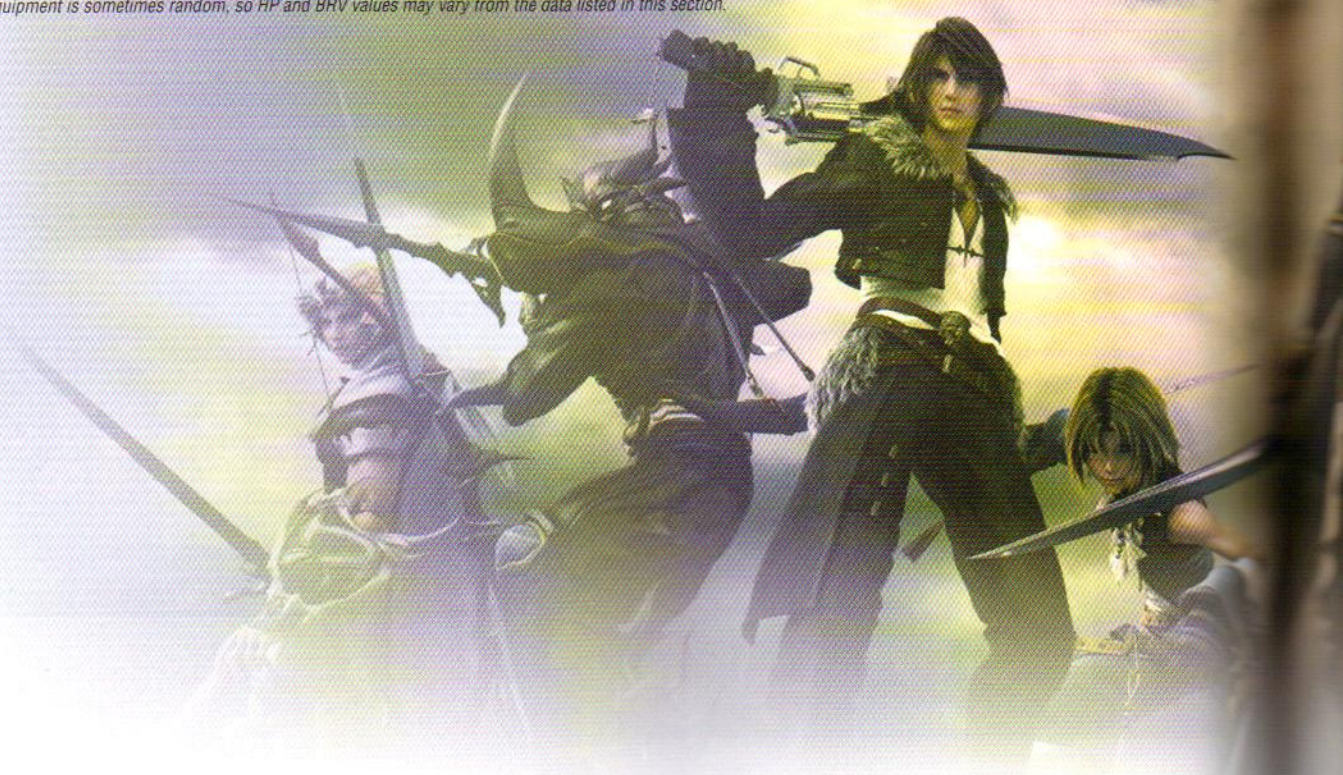
TREASURE

A	Talons of Despair, D1
B	Aegis of Strife, F1
C	Deafening Fissure, F2
D	Megalixir, E3
E	Calamitous Rage, D2

MANIKINS

NAME	LEVEL	BATTLE STAGE	LOCATION	HP	BRV	ACCESSORIES
Feral Chaos	130	Edge of Madness (Ω)	E1	125698	3527	Eternal Discord, Endless Despair, Ruthless Atrocity

**Manikin equipment is sometimes random, so HP and BRV values may vary from the data listed in this section.*



There are no Manikins on this floor, only a lone Assist.

Speak with the "Moogle" here before you step forward to face Chaos. He fully recovers your entire party, giving you a fair shot at finishing.

This time, you must face Feral Chaos, a primordial and lethal form of Chaos at full strength—level 130! Feral Chaos's accessories give it a monstrous HP total, and heavy and permanent boosts to both EX Mode and Assists—and there is no way to disable them.

This is a difficult battle. Feel free to engage and test your strength against Feral Chaos to get a sampling of its combat style before you load up with breakable accessories to go for the win.

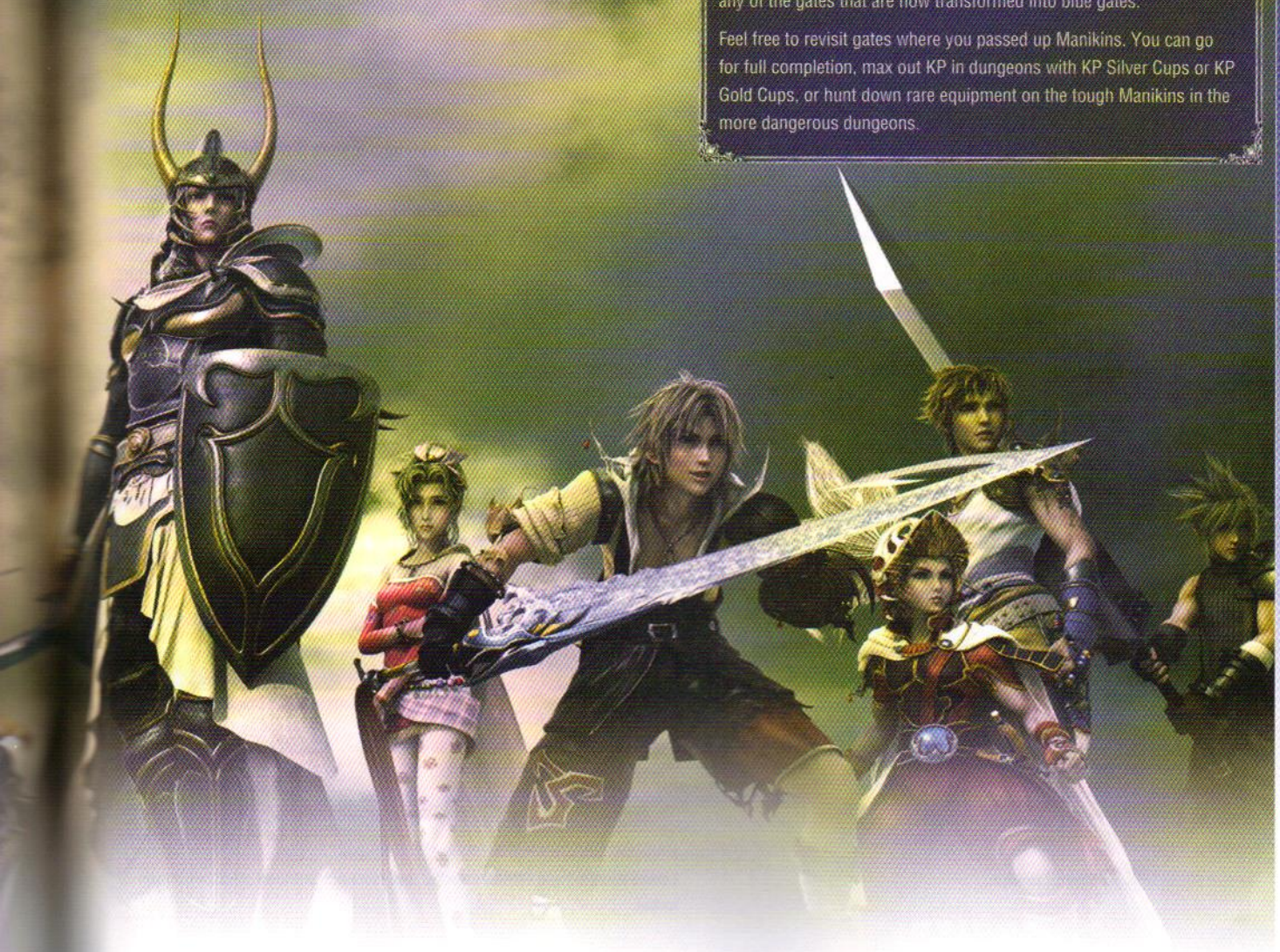
If you succeed in defeating Feral Chaos and you are returned to the board, with five new chests around you. Open them to receive your reward. Touch the Stigma of Chaos one last time to watch the ending!

END OF THE LINE

Defeating Feral Chaos unlocks a report, and allows you to see Gateway completion records when you replay the Story Mode.

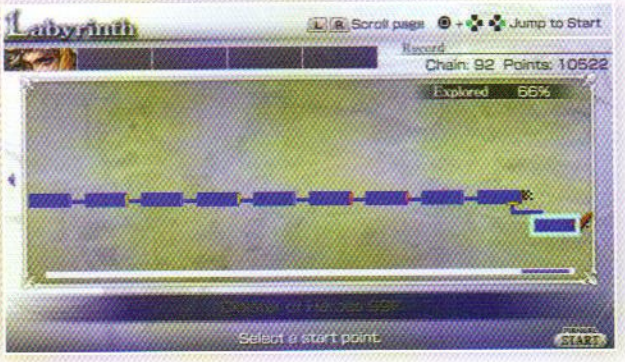
You are free to roam the world after defeating Feral Chaos, revisiting any of the gates that are now transformed into blue gates.

Feel free to revisit gates where you passed up Manikins. You can go for full completion, max out KP in dungeons with KP Silver Cups or KP Gold Cups, or hunt down rare equipment on the tough Manikins in the more dangerous dungeons.



THE LABYRINTH

The Labyrinth is a special battle course in the Battle Mode menu, unlocked once you have completed Scenario 012 in Story Mode. It is a 99-floor gauntlet of battles, designed to test your abilities in combat to the limit.



CARD BATTLES

Unlike the Story Mode Scenarios, the Labyrinth does not have a world map. Instead it is a 2-D "dungeon" you explore by moving from room to room. Within each room, you face enemies, find treasure, and acquire Jobs—all represented by cards.

You are allowed to pick which card you want from the three that fill your Hand. Once chosen, you face the enemy card in battle, acquire the item, gain a Job Card, or exit through a Door Card. Some cards are "sticky," meaning they do not leave your Hand normally, and must be used to clear them out of your card draw. Bosses, party battles, and Door Cards all have this behavior.

JOB CARDS

There are several different types of Job Cards that can be acquired in the Labyrinth. Each Job Card gives you a different bonus (or in a few cases, penalties), and many allow you to "break the rules" of the Labyrinth.

The Geomancer, for example, allows you to take items with you when you exit the Labyrinth, while the Knight increases the size of your Hand.

You can hold a Hand of three ongoing Job Cards. Each time you acquire a new one, the last card is bumped from your Hand.

There are also special one-time use Job Cards that provide immediate bonuses and then become inactive (but they still bump your old cards).

Finally, there are *negative* Job Cards that give a status ailment, providing a penalty until they are "cured."

ONE-TIME USE JOBS

WHITE MAGE: WHITE MAGIC
Completely restores character 1's HP.

BARD: SING
Revives KO'd party members.

MONK: FOCUS
The next Battle Cards are Minimal strength.

BEASTMASTER: CATCH
The next Battle Cards are Maximum strength. Medals obtained are doubled.

SUMMONER: SUMMON
The next set of cards shown become Treasure or Job Cards.

DANCER: DANCE
Locked doors in Hand become unlocked, but doors with unknown conditions remain locked.

ONE-TIME USE JOBS (CONT)

SAMURAI: IAINUKI
Discards any Boss or Party Battle Cards.

DRAGOON: JUMP
A Dragoon Card will appear again in your Hand. Effects are nullified if only one card is available in your Hand.

FREELANCER
All visible cards are discarded, except for Door, Boss, Party Battle, Tent, Cottage, Goal, and Chaos Cards.

MIME: MIMIC
A random Job Card goes into effect.

ONGOING JOBS

THIEF: FIND PASSAGES
Treasure Cards are drawn more often.

MYSTIC KNIGHT: SPELLBLADE
Party Cards are drawn more often.

BLUE MAGE: LEARNING
Job Cards are drawn more often.

BLACK MAGE: BLACK MAGIC
Secret Battle Cards are drawn more often (Secret Battle Cards can multiply your current Medals).

RED MAGE: CHAINSPELL
Treasure Cards cost half price. (Does not stack.)

TIME MAGE: TIME MAGIC
Card Luck increases by 1.

NINJA: MIRAGE
Card Luck does not decrease after a loss.

RANGER: ANIMALS
Receive more Medals from victories.

BERSERKER: BERSERK
BP Gauge fills more quickly after every battle. Increases after card is selected.

KNIGHT: GUARD
Can hold 1 more card in the Hand.

CHEMIST: PHARMACOLOGY
1: Currently held status ailments are cleared.

2: Status Ailment Cards don't appear.

GEOMANCER: FIND PITS
Labyrinth items are kept upon exiting. This allows you to leave at any time with Labyrinth items by using the Exit option.

STATUS AILMENT "JOBS"

PIG (One-Use)
Value of Medals rewarded is halved.

PETRIFY (Ongoing)
Hand decreases by 1.

MINI (Ongoing)
HP does not replenish after battle.

TOAD (Ongoing)
Treasure Cards are not drawn.

IMP (Ongoing)
Nullifies effect of Job Cards. Cancelled by a Chemist's Pharmacology.

MEDALS

Defeating enemies (and "looting" Treasure Cards) allows you to acquire special Medals, a Labyrinth-only currency system. These Medals can then be used to purchase item cards within the Labyrinth to outfit your characters. When you "cash out" of the Labyrinth, remaining Medals are converted into bonus PP that you can spend at the PP Catalog. Medals cap at 999.

MEDAL BONUS
Battling enemies that are higher level than you will award more Medals. Because you can change your character's current level at any time, you can always adjust how many Medals you earn from victory (and how difficult the battle is!)

LABYRINTH RULES

The Labyrinth has special rules, making it unlike other areas in the game. Specifically, you enter with *no* equipment, *no* accessories, *no* Summons, and *no* companions—but all can be found within the depths of the Labyrinth. In addition, while you can acquire items within the Labyrinth, only items marked with a special symbol can be taken with you when you leave. It is important to note that you lose all of your progress should you fall in battle within the Labyrinth; you must actually reach an exit and escape to secure the items. Labyrinth items that can be removed are also special in that they can be equipped when you *enter* the Labyrinth as well, although they are still lost if you fail to find a safe exit. Accumulating these items is one of the keys to reaching the deeper floors safely, as you can use the various start and exit points to stock up on items and gradually work your way down with better gear. Your party heals slightly after defeating an enemy in battle, and certain cards can be used to heal or revive your party.

CARD LUCK

As you battle through the Labyrinth, your Card Luck increases. This special attribute improves the quality of reward cards you find within the Labyrinth.

Battling difficult opponents increases Card Luck more rapidly.

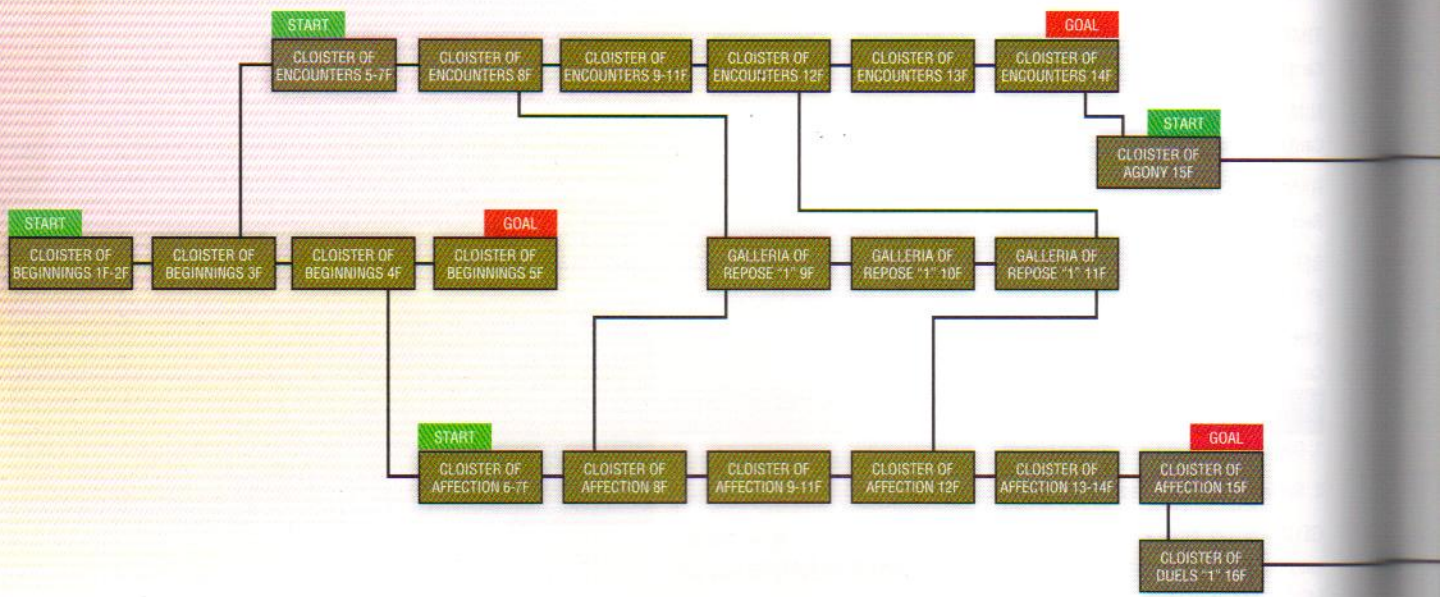
LABYRINTH ITEMS

As a general rule, the special Labyrinth Items you can take out of the Labyrinth are rewarded for completing particularly difficult branches of the Labyrinth.

Remember that these items can be taken out *and also taken back in* with you.

LABYRINTH MAP

The following Labyrinth map shows the fully explored Labyrinth with all branches, entrances, and exits marked. Use the map to plan out your journey into the Labyrinth.



LABYRINTH ENTRANCES AND EXITS

The Labyrinth isn't *entirely* unfair. Scattered throughout the depths are various start and exit points. Once you reach a start point, it is unlocked for future visits—you can begin your journey deeper in the Labyrinth without having to retrace all of your earlier steps.

Exits are also scattered throughout the Labyrinth, providing early egress should you feel the need to vacate with your hard-earned loot.

COTTAGE CARDS

You can find special Cottage Cards while exploring the Labyrinth.

These cards allow you to store items that *cannot* be taken from the Labyrinth when you reach an exit.

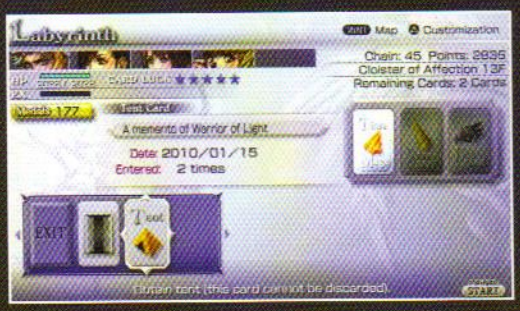
Doing so then causes a Cottage to appear randomly in the Labyrinth the next time you enter—and the Cottage contains all of the stored items!

This is another way to potentially boost your power as you explore the lower floors of the Labyrinth.

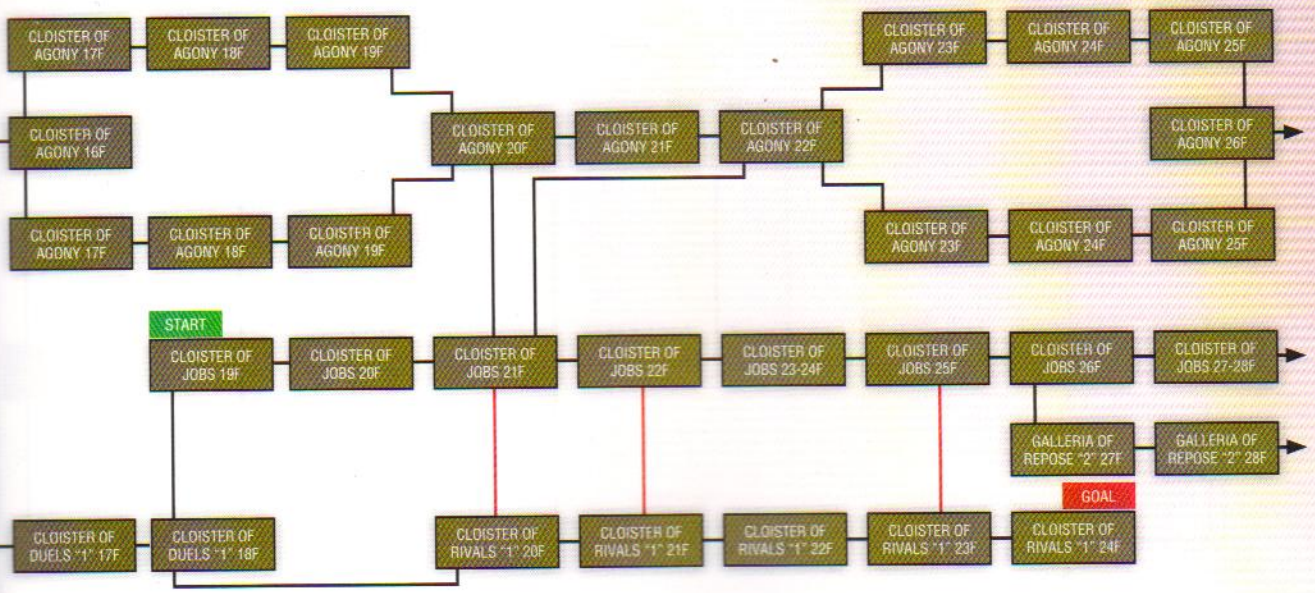
PITCHING A TENT

You can leave the Labyrinth at any time by saving your progress with a Tent, and then returning later to that specific point where you exited to re-acquire any items stored in the Tent.

Unlike Cottages, Tents remain where you left them when you leave the Labyrinth.



The full branches of the Labyrinth continue over the next few pages.



DOORWAYS

Many Labyrinth rooms have doors that lead to other branches of the Labyrinth. Some of these doors are opened immediately, and a Door Card will allow you to pass through them. Other doors, however, are locked, and you must complete a specific condition to open the door: winning a battle without taking damage, defeating a party, acquiring a certain number of Medals, and so on. There are also doors that you can only open if you are a lower level than your opponents. This means that you must set your character level to less than 100 to open these doors.

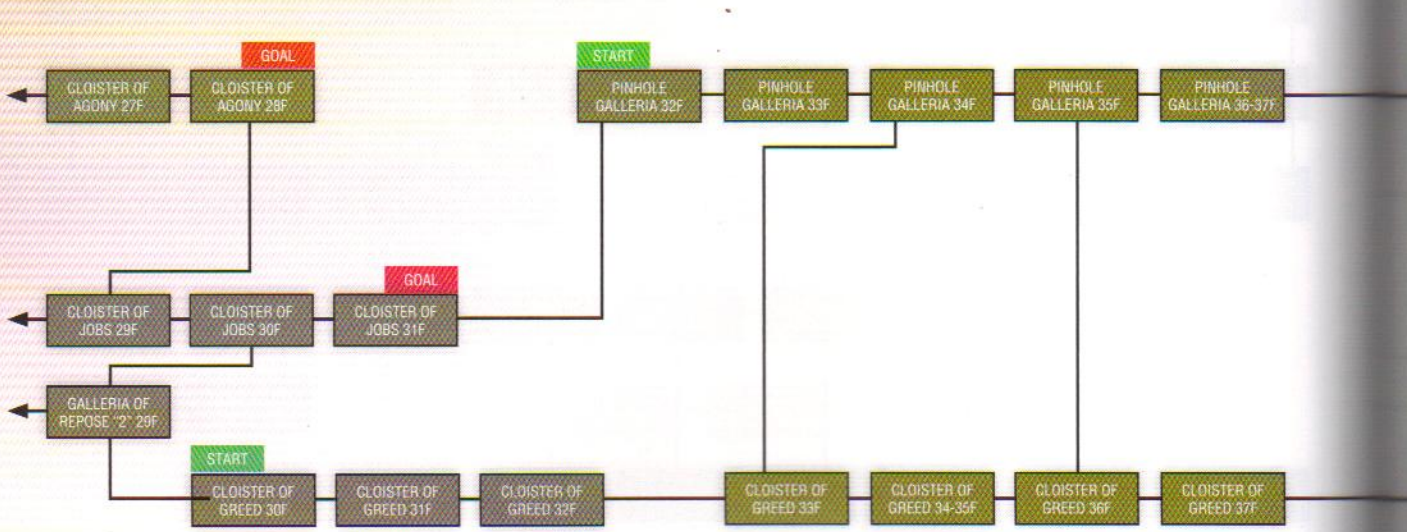
ASSAULTING THE LABYRINTH

Initially, you should focus on unlocking all of the start points. Once these are unlocked, you can work on progressing deeper and deeper into the Labyrinth, until you want to tackle the final branch. When you are ready to go for a deep run, remember that you need to plan your route through the Labyrinth—different branches have different rates for cards to appear. Some have many items, accessories, or Jobs; others have many difficult enemies or party battles. A few areas even prevent your party from healing after successfully completing battles.

You need to plot a course that gives you a full party and gives you the items and accessories to outfit your party. Having a set of Job Cards that support you over the long term (instead of providing short boosts or rewards) is also advisable. Once you have a plan, you can enter as deeply as you are confident of playing and try to go the distance.

Don't attempt a full run until you have spent some time in the Labyrinth earning rewards and becoming familiar with the card patterns in the various branches. You also need to be prepared to fail! A successful completion of the Labyrinth to the 99th floor is a daunting proposition, so work your way up to it step by step!

LABYRINTH MAP (CONT)



SPECIAL LOCATIONS

GALLERIA OF REPOSE

These areas are loaded with Summonstones, party members, and other goods. Grab what you can and move on.

GALLERIA OF SPEED

These single rooms are bolt hole exits of a sort—they can be found scattered throughout the Labyrinth, and can give you an opportunity to exit early with your goods.

CLOISTER OF DUELS

These branches have tough enemy battles and party battles.

CLOISTER OF RIVALS

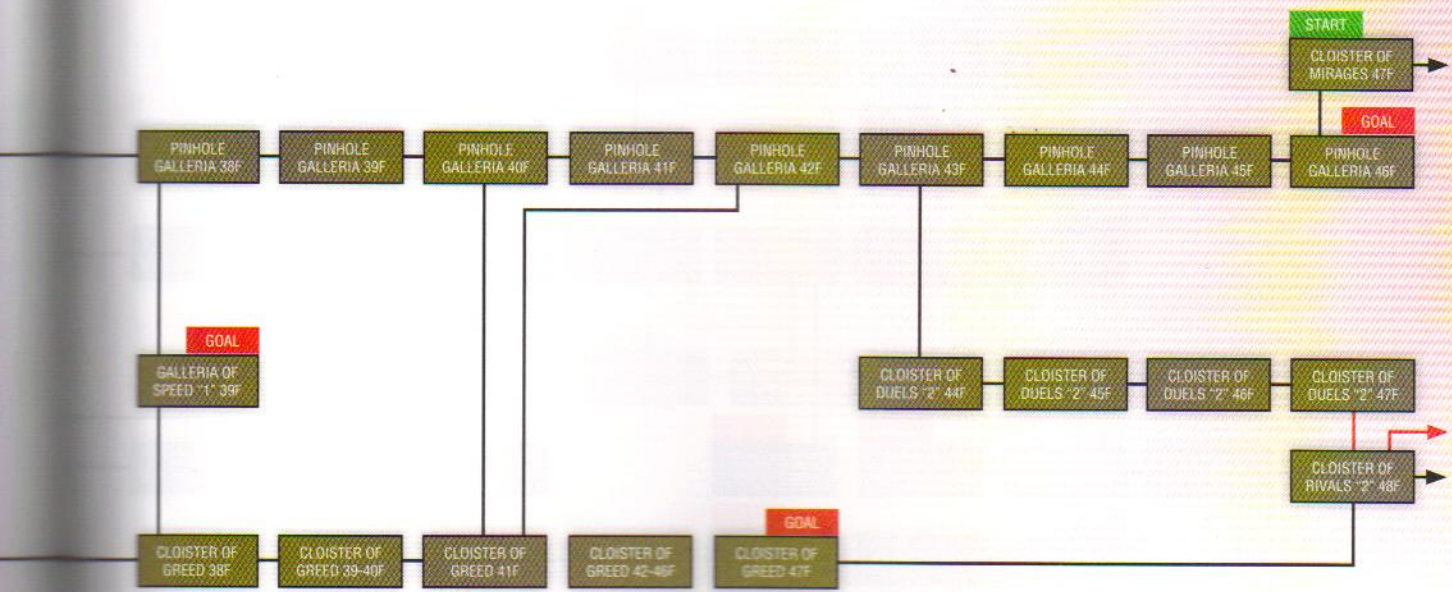
These short branches are filled with tough boss fights. The second Cloister requires you to defeat Chaos to finish the branch! You are rewarded with some nice Labyrinth items if you succeed, however.

CLOISTER OF HIDDEN KEYS

Despite the name, most of the doors in this branch do not have hidden requirements, but almost every room *does* have a locked door with a special condition to open it. Tackling this lengthy branch is the only way to reach the final Cloister of Rivals.

CLOISTER OF ENCOUNTERS

There are many party members here—this is a good place to fill your party early in the Labyrinth.



CLOISTER OF ADVENTURE

A good number of equipment Treasure Cards can be found here.

CLOISTER OF AFFECTION AND CLOISTER OF INQUIRY

Both branches of this section are good places to find accessories.

PINHOLE GALLERIA

The Pinhole Galleria reduces your Hand size to two, limiting your available card choices.

CLOISTER OF AGONY

You do *not* recover HP after battles here. This is also a lengthy branch, so be prepared if you decide to tackle it.

The Cloister of Agony also has a path that splits twice, with two different three-room-long stretches at the same depth (17-19F and 23-25F). Both lead to the same end points but provide slightly different challenges (and both must be tackled if you wish to fully explore the Labyrinth).

The last floor has some nice (and free) accessory rewards, and you can continue on to the Cloister of Jobs or exit the Labyrinth once finished.

CLOISTER OF MIRAGES

This maze-like branch of the Labyrinth has doors that lead you right back to the same room—you have to pick the right doorway to progress! This area also gives you one extra card in your Hand, possibly to help counteract the increased difficulty of progressing through it.

CLOISTER OF JOBS

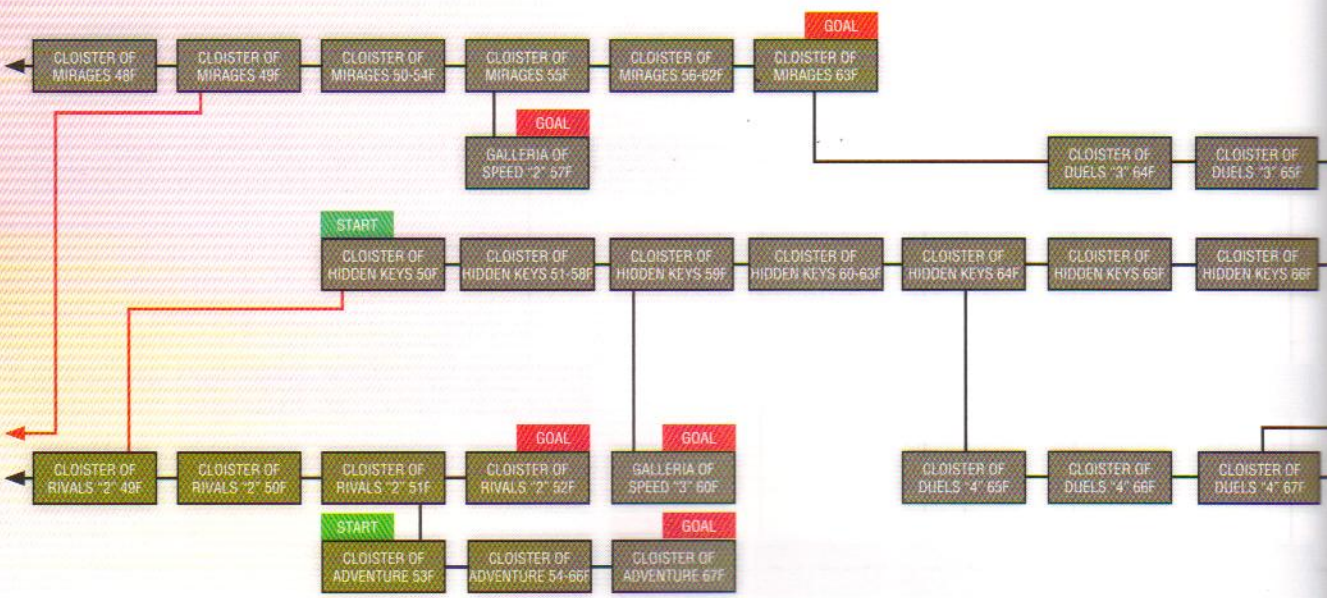
This hall is filled with many Job Cards, but it is also filled with many status ailments as a result.

CLOISTER OF GREED

Several doors here require you to acquire many Medals in a single battle. Remember that you can change your character's level at any time. Drop your level just enough to earn the required Medals and you can progress.

Many enemies in here give Medal multipliers upon defeat, making this an excellent place to max out your Medals at 999. Multiplied Medals (even if you are at the Medal cap) *do* count toward opening doors. Several rooms in this area are loaded with Treasure Cards; use the opportunity to stock up on gear.

LABYRINTH MAP (CONT)



CLOISTER OF DEMISE

This is the final branch of the dungeon, filled with the most difficult enemies and the best loot cards.

Most of the door-open conditions are fairly straightforward, but you do have to lower your level a bit to pass floor 93 (not necessarily a full 10 levels; there are enemies above level 100 here). The final floor forces you to face Chaos to successfully complete the Labyrinth. It ***is*** possible to exit the Labyrinth on floor 98F instead of defeating Chaos, if you prefer to take your gathered loot and leave safely. Given that you can acquire many expensive Labyrinth items here (100 Medals a pop!), you may want to do exactly that, and return another time with better equipment in place to tackle Chaos. Your choice! If you do defeat Chaos, you pass to the last floor of the Labyrinth, where you may claim your reward—a single powerful item with no Medal cost.

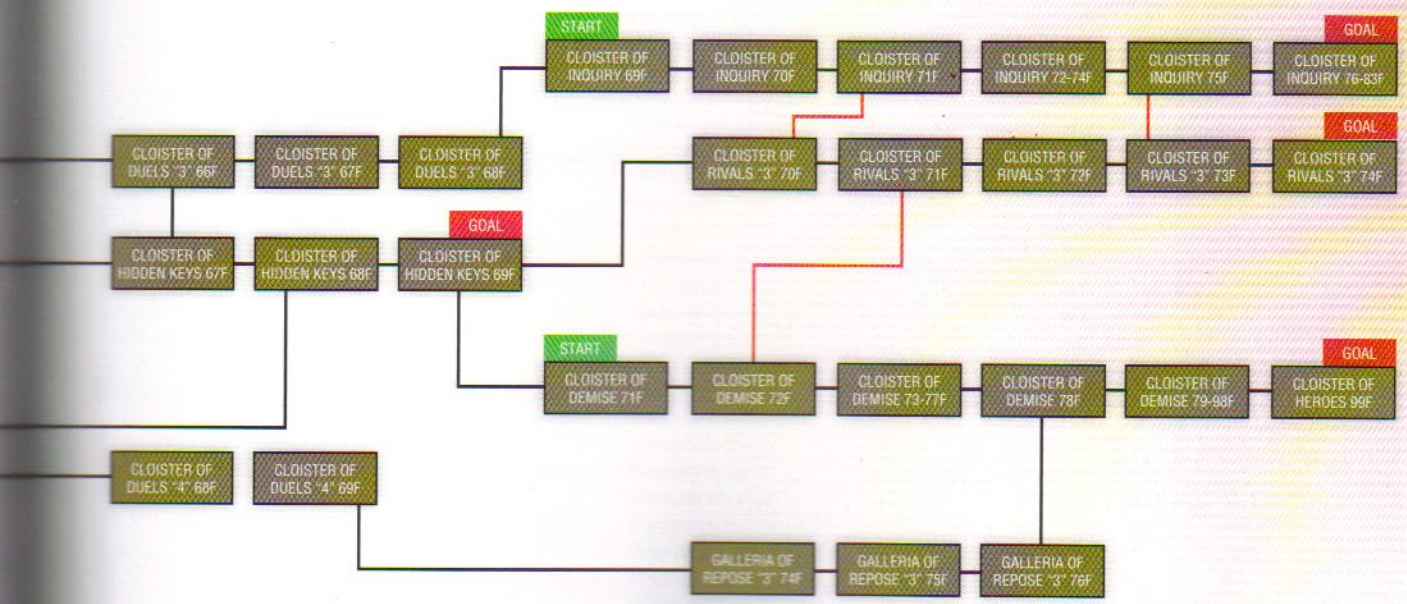
IMPORTANT: CLOISTER OF MIRAGES THIRD DOORS

Only two rooms in the entire Labyrinth have a third door: Cloister of Mirages 54F and Cloister of Mirages 62F.

Both third doors must be taken to progress through the maze that is the Cloister of Mirages.

For 54F, all three doors are open; the last door is the one you need.

In 62F, the door that gets you out of the maze is opened by winning two battles.



LABYRINTH DOORS

The following table gives you a complete breakdown of every door in the Labyrinth, as well as the conditions required to open the doors, and where they lead.

Don't miss the important note: two rooms in the Cloister of Mirages have a third door that must be used to progress—the only such rooms in the entire Labyrinth.

LOCATION	FLOOR DEPTH	DOOR #1	LEADS TO	DOOR #2	LEADS TO
CLOISTER OF BEGINNINGS					
Cloister of Beginnings F1	1	Open	Cloister of Beginnings F2	—	—
Cloister of Beginnings F2	2	Win 1 battle	Cloister of Beginnings F3	—	—
Cloister of Beginnings F3	3	Open	Cloister of Beginnings F4	Open	Cloister of Encounters F1
Cloister of Beginnings F4	4	Win 2 battles	Cloister of Beginnings F5	Open	Cloister of Affection F1
Cloister of Beginnings F5	5	—	—	—	—
CLOISTER OF ENCOUNTERS					
Cloister of Encounters F1	5	Open	Cloister of Encounters F2	—	—
Cloister of Encounters F2	6	Defeat a party	Cloister of Encounters F3	—	—
Cloister of Encounters F3	7	Open	Cloister of Encounters F4	—	—
Cloister of Encounters F4	8	Win 1 battle without taking HP damage	Cloister of Encounters F5	Hidden: Win 2 battles without taking HP damage	Galleria of Repose "1" F1
Cloister of Encounters F5	9	Acquire 8 Medals	Cloister of Encounters F6	—	—
Cloister of Encounters F6	10	Defeat 2 parties	Cloister of Encounters F7	—	—
Cloister of Encounters F7	11	Open	Cloister of Encounters F8	—	—
Cloister of Encounters F8	12	Open	Cloister of Encounters F9	—	—
Cloister of Encounters F9	13	Acquire 15 Medals	Cloister of Encounters F10	—	—
Cloister of Encounters F10	14	Open	Cloister of Agony F1	—	—
CLOISTER OF JOBS					
Cloister of Jobs F1	19	Open	Cloister of Jobs F2	—	—
Cloister of Jobs F2	20	Win 1 battle	Cloister of Jobs F3	—	—
Cloister of Jobs F3	21	Open	Cloister of Jobs F4	Open	Cloister of Agony F8
Cloister of Jobs F4	22	Win 1 battle	Cloister of Jobs F5	—	—
Cloister of Jobs F5	23	Win 2 battles	Cloister of Jobs F6	—	—
Cloister of Jobs F6	24	Win 3 battles	Cloister of Jobs F7	—	—
Cloister of Jobs F7	25	Open	Cloister of Jobs F8	—	—
Cloister of Jobs F8	26	Win 1 battle without taking HP damage	Cloister of Jobs F9	Hidden: Win 1 battle without taking ANY damage	Galleria of Repose "2" F1
Cloister of Jobs F9	27	Open	Cloister of Jobs F10	—	—
Cloister of Jobs F10	28	Open	Cloister of Jobs F11	—	—
Cloister of Jobs F11	29	Defeat a party	Cloister of Jobs F12	—	—
Cloister of Jobs F12	30	Defeat a boss	Cloister of Jobs F13	—	—
Cloister of Jobs F13	31	Open	Pinhole Galleria F1	—	—
CLOISTER OF ADVENTURE					
Cloister of Adventure F1	53	Open	Cloister of Adventure F2	—	—
Cloister of Adventure F2	54	Open	Cloister of Adventure F3	—	—
Cloister of Adventure F3	55	Open	Cloister of Adventure F4	—	—
Cloister of Adventure F4	56	Open	Cloister of Adventure F5	—	—
Cloister of Adventure F5	57	Open	Cloister of Adventure F6	—	—
Cloister of Adventure F6	58	Open	Cloister of Adventure F7	—	—
Cloister of Adventure F7	59	Open	Cloister of Adventure F8	—	—
Cloister of Adventure F8	60	Open	Cloister of Adventure F9	—	—
Cloister of Adventure F9	61	Open	Cloister of Adventure F10	—	—
Cloister of Adventure F10	62	Open	Cloister of Adventure F11	—	—
Cloister of Adventure F11	63	Open	Cloister of Adventure F12	—	—
Cloister of Adventure F12	64	Open	Cloister of Adventure F13	—	—
Cloister of Adventure F13	65	Open	Cloister of Adventure F14	—	—
Cloister of Adventure F14	66	Open	Cloister of Adventure F15	—	—
Cloister of Adventure F15	67	—	—	—	—
CLOISTER OF AFFECTION					
Cloister of Affection F1	6	Open	Cloister of Affection F2	—	—
Cloister of Affection F2	7	Win 1 battle	Cloister of Affection F3	—	—
Cloister of Affection F3	8	Win 2 battles	Cloister of Affection F4	Hidden: Win 3 battles	Galleria of Repose "1" F1
Cloister of Affection F4	9	Open	Cloister of Affection F5	—	—
Cloister of Affection F5	10	Win 1 battle	Cloister of Affection F6	—	—
Cloister of Affection F6	11	Defeat a boss	Cloister of Affection F7	—	—
Cloister of Affection F7	12	Open	Cloister of Affection F8	—	—
Cloister of Affection F8	13	Win a battle with a multiplier ≥ 1.5x	Cloister of Affection F9	—	—
Cloister of Affection F9	14	Win a battle with a multiplier ≥ 2.5x	Cloister of Affection F10	—	—
Cloister of Affection F10	15	Open	Cloister of Duels "1" F1	—	—

LOCATION	FLOOR DEPTH	DOOR #1	LEADS TO	DOOR #2	LEADS TO
CLOISTER OF AGONY					
Cloister of Agony F1	15	Win 1 battle without taking HP damage	Cloister of Agony F2	—	—
Cloister of Agony F2	16	Open	Cloister of Agony F3 Branch 1	Open	Cloister of Agony F3 Branch 2
Cloister of Agony F3 Branch 1	17	Open	Cloister of Agony F4 Branch 1	—	—
Cloister of Agony F4 Branch 1	18	Open	Cloister of Agony F5 Branch 1	—	—
Cloister of Agony F5 Branch 1	19	Open	Cloister of Agony F6	—	—
Cloister of Agony F3 Branch 2	17	Open	Cloister of Agony F4 Branch 2	—	—
Cloister of Agony F4 Branch 2	18	Open	Cloister of Agony F5 Branch 2	—	—
Cloister of Agony F5 Branch 2	19	Open	Cloister of Agony F6	—	—
Cloister of Agony F6	20	Win 1 battle without taking HP damage	Cloister of Agony F7	Open	Cloister of Jobs F3
Cloister of Agony F7	21	Win 1 battle without taking HP damage	Cloister of Agony F8	—	—
Cloister of Agony F8	22	Open	Cloister of Agony F9 Branch 1	Open	Cloister of Agony F9 Branch 2
Cloister of Agony F9 Branch 1	23	Open	Cloister of Agony F10 Branch 1	—	—
Cloister of Agony F10 Branch 1	24	Open	Cloister of Agony F11 Branch 1	—	—
Cloister of Agony F11 Branch 1	25	Open	Cloister of Agony F12	—	—
Cloister of Agony F9 Branch 2	23	Open	Cloister of Agony F10 Branch 2	—	—
Cloister of Agony F10 Branch 2	24	Open	Cloister of Agony F11 Branch 2	—	—
Cloister of Agony F11 Branch 2	25	Open	Cloister of Agony F12	—	—
Cloister of Agony F12	26	Win 2 battles without taking HP damage	Cloister of Agony F13	—	—
Cloister of Agony F13	27	Defeat a boss	Cloister of Agony F14	—	—
Cloister of Agony F14	28	Open	Cloister of Jobs F11	—	—
CLOISTER OF GREED					
Cloister of Greed F1	30	Acquire 5 Medals	Cloister of Greed F2	—	—
Cloister of Greed F2	31	Acquire 15 Medals	Cloister of Greed F3	—	—
Cloister of Greed F3	32	Open	Cloister of Greed F4	—	—
Cloister of Greed F4	33	Open	Cloister of Greed F5	Open	Pinhole Galleria F3
Cloister of Greed F5	34	Acquire 8 Medals	Cloister of Greed F6	—	—
Cloister of Greed F6	35	Acquire 20 Medals	Cloister of Greed F7	—	—
Cloister of Greed F7	36	Open	Cloister of Greed F8	—	—
Cloister of Greed F8	37	Open	Cloister of Greed F9	—	—
Cloister of Greed F9	38	Win a battle with a multiplier ≥ 1.3x	Cloister of Greed F10	Open	Galleria of Speed "1"
Cloister of Greed F10	39	Acquire 25 Medals	Cloister of Greed F11	—	—
Cloister of Greed F11	40	Open	Cloister of Greed F12	—	—
Cloister of Greed F12	41	Open	Cloister of Greed F13	Open	Pinhole Galleria F11
Cloister of Greed F13	42	Win a battle with a multiplier ≥ 2.0x	Cloister of Greed F14	—	—
Cloister of Greed F14	43	Acquire 30 Medals	Cloister of Greed F15	—	—
Cloister of Greed F15	44	Open	Cloister of Greed F16	—	—
Cloister of Greed F16	45	Open	Cloister of Greed F17	—	—
Cloister of Greed F17	46	Defeat 2 bosses	Cloister of Greed F18	—	—
Cloister of Greed F18	47	Open	Cloister of Rivals "2" F1	—	—
CLOISTER OF INQUIRY					
Cloister of Inquiry F1	69	Open	Cloister of Inquiry F2	—	—
Cloister of Inquiry F2	70	Open	Cloister of Inquiry F3	—	—
Cloister of Inquiry F3	71	Open	Cloister of Inquiry F4	—	—
Cloister of Inquiry F4	72	Open	Cloister of Inquiry F5	—	—
Cloister of Inquiry F5	73	Open	Cloister of Inquiry F6	—	—
Cloister of Inquiry F6	74	Open	Cloister of Inquiry F7	—	—
Cloister of Inquiry F7	75	Open	Cloister of Inquiry F8	—	—
Cloister of Inquiry F8	76	Open	Cloister of Inquiry F9	—	—
Cloister of Inquiry F9	77	Open	Cloister of Inquiry F10	—	—
Cloister of Inquiry F10	78	Open	Cloister of Inquiry F11	—	—
Cloister of Inquiry F11	79	Open	Cloister of Inquiry F12	—	—
Cloister of Inquiry F12	80	Open	Cloister of Inquiry F13	—	—
Cloister of Inquiry F13	81	Open	Cloister of Inquiry F14	—	—
Cloister of Inquiry F14	82	Open	Cloister of Inquiry F15	—	—
Cloister of Inquiry F15	83	—	—	—	—
PINHOLE GALLERIA					
Pinhole Galleria F1	32	Open	Pinhole Galleria F2	—	—
Pinhole Galleria F2	33	Win 1 battle	Pinhole Galleria F3	—	—
Pinhole Galleria F3	34	Open	Pinhole Galleria F4	—	—
Pinhole Galleria F4	35	Open	Pinhole Galleria F5	Open	Cloister of Greed F7
Pinhole Galleria F5	36	Win 1 battle	Pinhole Galleria F6	—	—

LOCATION	FLOOR DEPTH	DOOR #1	LEADS TO	DOOR #2	LEADS TO
Pinhole Galleria F6	37	Defeat a party	Pinhole Galleria F7	—	—
Pinhole Galleria F7	38	Win 1 battle without taking HP damage	Pinhole Galleria F8	Open	Galleria of Speed "1"
Pinhole Galleria F8	39	Open	Pinhole Galleria F9	—	—
Pinhole Galleria F9	40	Open	Pinhole Galleria F10	Open	Cloister of Greed F12
Pinhole Galleria F10	41	Acquire 8 Medals	Pinhole Galleria F11	—	—
Pinhole Galleria F11	42	Defeat a boss	Pinhole Galleria F12	—	—
Pinhole Galleria F12	43	Open	Pinhole Galleria F13	Open	Cloister of Duels "2" F1
Pinhole Galleria F13	44	Open	Pinhole Galleria F14	—	—
Pinhole Galleria F14	45	Open	Pinhole Galleria F15	—	—
Pinhole Galleria F15	46	Open	Cloister of Mirages F1	—	—
CLOISTER OF MIRAGES					
Cloister of Mirages F1	47	Open	Cloister of Mirages F1	Win 1 battle	Cloister of Mirages F2
Cloister of Mirages F2	48	Open	Cloister of Mirages F3	—	—
Cloister of Mirages F3	49	Open	Cloister of Mirages F3	Open	Cloister of Mirages F4
Cloister of Mirages F4	50	Open	Cloister of Mirages F5	—	—
Cloister of Mirages F5	51	Open	Cloister of Mirages F6	—	—
Cloister of Mirages F6	52	Win 1 battle without taking HP damage	Cloister of Mirages F7	Win 1 battle	Cloister of Mirages F6
Cloister of Mirages F7	53	Open	Cloister of Mirages F8	—	—
Cloister of Mirages F8	54	Open	Cloister of Mirages F8	Open	Cloister of Mirages F8
Cloister of Mirages F9	55	Open	Galleria of Speed "2"	Win 1 battle	Cloister of Mirages F10
Cloister of Mirages F10	56	Open	Cloister of Mirages F11	—	—
Cloister of Mirages F11	57	Win a battle 5 levels below your opponent	Cloister of Mirages F12	Acquire 5 Medals	Cloister of Mirages F11
Cloister of Mirages F12	58	Open	Cloister of Mirages F12	Open	Cloister of Mirages F13
Cloister of Mirages F13	59	Open	Cloister of Mirages F14	—	—
Cloister of Mirages F14	60	Open	Cloister of Mirages F15	—	—
Cloister of Mirages F15	61	Defeat a boss	Cloister of Mirages F15	Defeat a party	Cloister of Mirages F16
Cloister of Mirages F16	62	Open	Cloister of Mirages F16	Win 1 battle	Cloister of Mirages F16
Cloister of Mirages F17	63	Open	Cloister of Duels "3" F1	—	—
CLOISTER OF HIDDEN KEYS					
Cloister of Hidden Keys F1	50	Win 2 battles	Cloister of Hidden Keys F2	—	—
Cloister of Hidden Keys F2	51	Acquire 5 Medals twice	Cloister of Hidden Keys F3	—	—
Cloister of Hidden Keys F3	52	Acquire 8 Medals twice	Cloister of Hidden Keys F4	—	—
Cloister of Hidden Keys F4	53	Hidden: Acquire 5 Medals	Cloister of Hidden Keys F5	—	—
Cloister of Hidden Keys F5	54	Open	Cloister of Hidden Keys F6	—	—
Cloister of Hidden Keys F6	55	Defeat a party	Cloister of Hidden Keys F7	—	—
Cloister of Hidden Keys F7	56	Win 1 battle without taking HP damage	Cloister of Hidden Keys F8	—	—
Cloister of Hidden Keys F8	57	Defeat a boss	Cloister of Hidden Keys F9	—	—
Cloister of Hidden Keys F9	58	Hidden: Win 1 battle without taking HP damage	Cloister of Hidden Keys F10	—	—
Cloister of Hidden Keys F10	59	Open	Cloister of Hidden Keys F11	Open	Galleria of Speed "3"
Cloister of Hidden Keys F11	60	Win 2 battles 5 levels below your opponent	Cloister of Hidden Keys F12	—	—
Cloister of Hidden Keys F12	61	Hidden: Defeat a party	Cloister of Hidden Keys F13	—	—
Cloister of Hidden Keys F13	62	Win 1 battle without taking ANY damage	Cloister of Hidden Keys F14	—	—
Cloister of Hidden Keys F14	63	Hidden: Defeat a boss	Cloister of Hidden Keys F15	—	—
Cloister of Hidden Keys F15	64	Open	Cloister of Hidden Keys F16	Open	Cloister of Duels "4" F1
Cloister of Hidden Keys F16	65	Win 3 battles	Cloister of Hidden Keys F17	—	—
Cloister of Hidden Keys F17	66	Hidden: Win 1 battle without taking ANY damage	Cloister of Hidden Keys F18	—	—
Cloister of Hidden Keys F18	67	Acquire 20 Medals	Cloister of Hidden Keys F19	—	—
Cloister of Hidden Keys F19	68	Hidden: Win 2 battles without taking HP damage	Cloister of Hidden Keys F20	—	—
Cloister of Hidden Keys F20	69	Open	Cloister of Rivals "3" F1	Open	Cloister of Demise F1
CLOISTER OF DEMISE					
Cloister of Demise F1	71	Win 2 battles	Cloister of Demise F2	—	—
Cloister of Demise F2	72	Defeat a party	Cloister of Demise F3	—	—
Cloister of Demise F3	73	Win 1 battle without taking HP damage	Cloister of Demise F4	—	—
Cloister of Demise F4	74	Open	Cloister of Demise F5	—	—
Cloister of Demise F5	75	Open	Cloister of Demise F6	—	—
Cloister of Demise F6	76	Defeat a boss	Cloister of Demise F7	—	—
Cloister of Demise F7	77	Open	Cloister of Demise F8	—	—
Cloister of Demise F8	78	Open	Cloister of Demise F9	—	—
Cloister of Demise F9	79	Defeat a boss	Cloister of Demise F10	—	—
Cloister of Demise F10	80	Open	Cloister of Demise F11	—	—
Cloister of Demise F11	81	Win 2 battles	Cloister of Demise F12	—	—
Cloister of Demise F12	82	Win 1 battle	Cloister of Demise F13	—	—
Cloister of Demise F13	83	Open	Cloister of Demise F14	—	—
Cloister of Demise F14	84	Open	Cloister of Demise F15	—	—
Cloister of Demise F15	85	Acquire 10 Medals	Cloister of Demise F16	—	—
Cloister of Demise F16	86	Acquire 25 Medals	Cloister of Demise F17	—	—
Cloister of Demise F17	87	Open	Cloister of Demise F18	—	—

LOCATION	FLOOR DEPTH	DOOR #1	LEADS TO	DOOR #2	LEADS TO
Cloister of Demise F18	88	Open	Cloister of Demise F19	—	—
Cloister of Demise F19	89	Defeat a boss	Cloister of Demise F20	—	—
Cloister of Demise F20	90	Open	Cloister of Demise F21	—	—
Cloister of Demise F21	91	Win 2 battles	Cloister of Demise F22	—	—
Cloister of Demise F22	92	Open	Cloister of Demise F23	Open	Cloister of Demise F22
Cloister of Demise F23	93	Acquire 10 Medals	Cloister of Demise F23	Win a battle 10 levels below your opponent	Cloister of Demise F24
Cloister of Demise F24	94	Open	Cloister of Demise F25	—	—
Cloister of Demise F25	95	Hidden: Win 1 battle without taking HP damage	Cloister of Demise F26	—	—
Cloister of Demise F26	96	Hidden: Win 1 battle without taking ANY damage	Cloister of Demise F27	—	—
Cloister of Demise F27	97	Open	Cloister of Demise F28	—	—
Cloister of Demise F28	98	Defeat Feral Chaos	Cloister of Heroes	—	—
CLOISTER OF HEROES					
Cloister of Heroes	99	—	—	—	—
GALLERIA OF REPOSE "1"					
Galleria of Repose "1" F1	9	Open	Galleria of Repose "1" F2	—	—
Galleria of Repose "1" F2	10	Open	Galleria of Repose "1" F3	—	—
Galleria of Repose "1" F3	11	Open	Cloister of Encounters F8	Open	Cloister of Affection F7
GALLERIA OF REPOSE "2"					
Galleria of Repose "2" F1	27	Open	Galleria of Repose "2" F2	—	—
Galleria of Repose "2" F2	28	Open	Galleria of Repose "2" F3	—	—
Galleria of Repose "2" F3	29	Open	Cloister of Jobs F12	Open	Cloister of Greed F1
GALLERIA OF REPOSE "3"					
Galleria of Repose "3" F1	74	Open	Galleria of Repose "3" F2	—	—
Galleria of Repose "3" F2	75	Open	Galleria of Repose "3" F3	—	—
Galleria of Repose "3" F3	76	Open	Cloister of Demise F8	—	—
GALLERIA OF SPEED					
Galleria of Speed "1"	39	—	—	—	—
Galleria of Repose "2"	57	—	—	—	—
Galleria of Repose "3"	60	—	—	—	—
CLOISTER OF DUELS "1"					
Cloister of Duels "1" F1	16	Win 2 battles	Cloister of Duels "1" F2	—	—
Cloister of Duels "1" F2	17	Win 2 battles	Cloister of Duels "1" F3	—	—
Cloister of Duels "1" F3	18	Win 1 battle without taking HP damage	Cloister of Jobs F1	Win 1 battle without taking ANY damage	Cloister of Rivals "1" F1
CLOISTER OF DUELS "2"					
Cloister of Duels "2" F1	44	Win 2 battles	Cloister of Duels "2" F2	—	—
Cloister of Duels "2" F2	45	Acquire 5 Medals twice	Cloister of Duels "2" F3	—	—
Cloister of Duels "2" F3	46	Win 1 battle without taking HP damage	Cloister of Duels "2" F4	—	—
Cloister of Duels "2" F4	47	Defeat 2 parties	Cloister of Rivals "2" F1	—	—
CLOISTER OF DUELS "3"					
Cloister of Duels "3" F1	64	Win 2 battles	Cloister of Duels "3" F2	—	—
Cloister of Duels "3" F2	65	Acquire 8 Medals twice	Cloister of Duels "3" F3	—	—
Cloister of Duels "3" F3	66	Open	Cloister of Hidden Keys F18	Win 1 battle without taking HP damage	Cloister of Duels "3" F4
Cloister of Duels "3" F4	67	Defeat 2 parties	Cloister of Duels "3" F5	—	—
Cloister of Duels "3" F5	68	Win 1 battle without taking ANY damage	Cloister of Inquiry F1	—	—
CLOISTER OF DUELS "4"					
Cloister of Duels "4" F1	65	Win 3 battles	Cloister of Duels "4" F2	—	—
Cloister of Duels "4" F2	66	Acquire 10 Medals twice	Cloister of Duels "4" F3	—	—
Cloister of Duels "4" F3	67	Win 2 battles without taking HP damage	Cloister of Duels "4" F4	Open	Cloister of Hidden Keys F19
Cloister of Duels "4" F4	68	Win 2 battles 5 levels below your opponent	Cloister of Duels "4" F5	—	—
Cloister of Duels "4" F5	69	Win 1 battle without taking ANY damage	Galleria of Repose "3" F1	—	—
CLOISTER OF RIVALS "1"					
Cloister of Rivals "1" F1	20	Defeat a boss	Cloister of Rivals "1" F2	Open	Cloister of Jobs F3
Cloister of Rivals "1" F2	21	Defeat a boss	Cloister of Rivals "1" F3	Open	Cloister of Jobs F4
Cloister of Rivals "1" F3	22	Open	Cloister of Rivals "1" F4	—	—
Cloister of Rivals "1" F4	23	Defeat a boss	Cloister of Rivals "1" F5	Open	Cloister of Jobs F7
Cloister of Rivals "1" F5	24	—	—	—	—
CLOISTER OF RIVALS "2"					
Cloister of Rivals "2" F1	48	Defeat a boss	Cloister of Rivals "2" F2	Open	Cloister of Mirages F3
Cloister of Rivals "2" F2	49	Defeat a boss	Cloister of Rivals "2" F3	Open	Cloister of Hidden Keys F1
Cloister of Rivals "2" F3	50	Open	Cloister of Rivals "2" F4	—	—
Cloister of Rivals "2" F4	51	Defeat Chaos	Cloister of Rivals "2" F5	Open	Cloister of Adventure F1
Cloister of Rivals "2" F5	52	—	—	—	—
CLOISTER OF RIVALS "3"					
Cloister of Rivals "3" F1	70	Defeat a boss	Cloister of Rivals "3" F2	Open	Cloister of Inquiry F3
Cloister of Rivals "3" F2	71	Defeat a boss	Cloister of Rivals "3" F3	Open	Cloister of Demise F2
Cloister of Rivals "3" F3	72	Open	Cloister of Rivals "3" F4	—	—
Cloister of Rivals "3" F4	73	Defeat a boss	Cloister of Rivals "3" F5	Open	Cloister of Inquiry F7
Cloister of Rivals "3" F5	74	—	—	—	—

PP CATALOG

The PP Catalog is a 'store' of sorts that allows you to purchase and unlock a wide variety of additional bonus items for your game. The majority of these special unlocks are items like alternate costumes, voice sets and music, or player icons. However, some of these items add new features; you can unlock new characters to play, and add valuable bonuses to your Bonus Day, as well as add new stages and options for Quick Battles.

PP is acquired any time you fight battles, anywhere in Dissidia. It is strongly recommended that you unlock the PP Icon Boosts as soon as possible, follow that up with the AP Icon Boosts, and then all nine of the Icon Likelihood upgrades in the Calendar tab. Remember that you can change your PSP's clock to have a 'permanent' Bonus Day active, giving you the maximum boosts you have unlocked at all times!

CATALOG UNLOCKS

To fully open up the PP Catalog, you need to complete Scenarios 012 and 013. Scenario 012 unlocks most of the "important" unlocks immediately.

Gabranth and Shantotto are unlocked in Scenario 000, while Prishe and Gilgamesh are unlocked after completing battles in Report 08—which is opened by completing the prologue of Scenario 013.

Most other unlocks are straightforward: you need a character unlocked to buy their alternate costumes or voices, you need to buy earlier Bonus Day upgrades to buy the later ones, and so on.

CHARACTER

NAME	COST	DESCRIPTION
Garland	30	Unlocks Garland as a playable character.
The Emperor	30	Unlocks The Emperor as a playable character.
Cloud of Darkness	30	Unlocks Cloud of Darkness as a playable character.
Golbez	30	Unlocks Golbez as a playable character.
Exdeath	30	Unlocks Exdeath as a playable character.
Kefka	30	Unlocks Kefka as a playable character.
Sephiroth	30	Unlocks Sephiroth as a playable character.
Ultimecia	30	Unlocks Ultimecia as a playable character.
Kuja	30	Unlocks Kuja as a playable character.
Jecht	30	Unlocks Jecht as a playable character.
Shantotto	100	Unlocks Shantotto as a playable character.
Gabranth	100	Unlocks Gabranth as a playable character.
Prishe	300	Unlocks Prishe as a playable character.
Gilgamesh	300	Unlocks Gilgamesh as a playable character.
Feral Chaos	350	Unlocks Feral Chaos as a playable character.
Chaos (CPU)	90	Adds Chaos as a computer opponent. Chaos can be selected in Original Quests.
Alt 1—Lightning	280	Unlocks alternate look, "Midnight Cloak," for Lightning.
Alt 2—Lightning	700	Unlocks alternate look, "Guardian Corps Uniform," for Lightning.
Alt 1—Vaan	280	Unlocks alternate look, "Gunmetal Vest," for Vaan.
Alt 2—Vaan	490	Unlocks alternate look, "Conflicted Hero," for Vaan.
Alt 1—Laguna	350	Unlocks alternate look, "Galbadian Soldier," for Laguna.
Alt 2—Laguna	490	Unlocks alternate look, "President," for Laguna.
Alt 1—Yuna	280	Unlocks alternate look, "Violet Hakama," for Yuna.
Alt 2—Yuna	700	Unlocks alternate look, "Wedding Dress," for Yuna.
Alt 1—Kain	350	Unlocks alternate look, "Noir Dragoon," for Kain.
Alt 2—Kain	700	Unlocks alternate look, "Light Seeker," for Kain.
Alt 1—Tifa	350	Unlocks alternate look, "Leather Suit," for Tifa.
Alt 2—Tifa	700	Unlocks alternate look, "Nibelheim Guide," for Tifa.

NAME	COST	DESCRIPTION
Alt 1—Warrior of Light	280	Unlocks alternate look, "Amethyst Armor," for Warrior of Light.
Alt 2—Warrior of Light	700	Unlocks alternate look, "Classic Red," for Warrior of Light.
Alt 1—Firion	350	Unlocks alternate look, "Spikey Hair," for Firion.
Alt 2—Firion	490	Unlocks alternate look, "Bone Band," for Firion.
Alt 1—Onion Knight	350	Unlocks alternate look, "Luneth," for Onion Knight.
Alt 2—Onion Knight	490	Unlocks alternate look, "Slasher," for Onion Knight.
Alt 1—Cecil	280	Unlocks alternate look, "Knight of the Red Moon," for Cecil.
Alt 2—Cecil	490	Unlocks alternate look, "Knight of the Silver Moon," for Cecil.
Alt 1—Bartz	280	Unlocks alternate look, "White Mist Cape," for Bartz.
Alt 2—Bartz	700	Unlocks alternate look, "Freelancer," for Bartz.
Alt 1—Terra	280	Unlocks alternate look, "Emerald Locks," for Terra.
Alt 2—Terra	700	Unlocks alternate look, "Narshean Princess," for Terra.
Alt 1—Cloud	350	Unlocks alternate look, "Cloudy Wolf," for Cloud.
Alt 2—Cloud	490	Unlocks alternate look, "Steady Light," for Cloud.
Alt 1—Squall	350	Unlocks alternate look, "SeeD Uniform," for Squall.
Alt 2—Squall	490	Unlocks alternate look, "Steely Blade," for Squall.
Alt 1—Zidane	280	Unlocks alternate look, "Navy Gilet," for Zidane.
Alt 2—Zidane	490	Unlocks alternate look, "Pluto Uniform," for Zidane.
Alt 1—Tidus	280	Unlocks alternate look, "Zanarkand Abes Uni," for Tidus.
Alt 2—Tidus	490	Unlocks alternate look, "A Fleeting Dream," for Tidus.
Alt 1—Garland	280	Unlocks alternate look, "Stalwart's Armor," for Garland.
Alt 2—Garland	700	Unlocks alternate look, "Discord Incarnate," for Garland.
Alt 1—The Emperor	280	Unlocks alternate look, "Silver Despot," for The Emperor.
Alt 2—The Emperor	490	Unlocks alternate look, "Violet Robe," for The Emperor.
Alt 1—Cloud of Darkness	280	Unlocks alternate look, "Dark Robe," for Cloud of Darkness.
Alt 2—Cloud of Darkness	280	Unlocks alternate look, "Lucent Robe," for Cloud of Darkness.

CHARACTER (CONT.)

NAME	COST	DESCRIPTION
Alt 1—Golbez	280	Unlocks alternate look, "Cloak of Flame," for Golbez.
Alt 2—Golbez	700	Unlocks alternate look, "Man in Black," for Golbez.
Alt 1—Exdeath	280	Unlocks alternate look, "Santalum Robe," for Exdeath.
Alt 2—Exdeath	700	Unlocks alternate look, "Ebony Robe," for Exdeath.
Alt 1—Kefka	280	Unlocks alternate look, "Zebra Tights," for Kefka.
Alt 2—Kefka	490	Unlocks alternate look, "Snobbish Turban," for Kefka.
Alt 1—Sephiroth	350	Unlocks alternate look, "Executioner," for Sephiroth.
Alt 2—Sephiroth	490	Unlocks alternate look, "Custom Coat," for Sephiroth.
Alt 1—Ultimecia	280	Unlocks alternate look, "Onyx Dress," for Ultimecia.
Alt 2—Ultimecia	700	Unlocks alternate look, "Edea's Corpse," for Ultimecia.
Alt 1—Kuja	280	Unlocks alternate look, "Lapis Bolero," for Kuja.
Alt 2—Kuja	280	Unlocks alternate look, "Achromatic Bolero," for Kuja.
Alt 1—Jecht	280	Unlocks alternate look, "Road Uni," for Jecht.
Alt 2—Jecht	490	Unlocks alternate look, "Abes Uni," for Jecht.
Alt 1—Shantotto	350	Unlocks alternate look, "Wizard's Coat," for Shantotto.
Alt 2—Shantotto	490	Unlocks alternate look, "Black Cloak," for Shantotto.
Alt 1—Gabranth	280	Unlocks alternate look, "Darksteel Armor," for Gabranth.
Alt 2—Gabranth	490	Unlocks alternate look, "Captain's Gear," for Gabranth.
Alt 1—Prishe	280	Unlocks alternate look, "Custom Corsage+," for Prishe.
Alt 2—Prishe	700	Unlocks alternate look, "Magna Top," for Prishe.
Alt 1—Gilgamesh	350	Unlocks alternate look, "Special Red Cloak," for Gilgamesh.
Alt 2—Gilgamesh	490	Unlocks alternate look, "Special Steel Armor," for Gilgamesh.
Alt 1—Feral Chaos	3000	Unlocks alternate look, "Jade Dissonance," for Feral Chaos.
Encounter Voice—Lightning	180	Unlocks encounter voice data for Lightning. Playable in the Jukebox.
Encounter Voice—Vaan	180	Unlocks encounter voice data for Vaan. Playable in the Jukebox.
Encounter Voice—Laguna	180	Unlocks encounter voice data for Laguna. Playable in the Jukebox.
Encounter Voice—Yuna	180	Unlocks encounter voice data for Yuna. Playable in the Jukebox.
Encounter Voice—Kain	180	Unlocks encounter voice data for Kain. Playable in the Jukebox.
Encounter Voice—Tifa	180	Unlocks encounter voice data for Tifa. Playable in the Jukebox.
Encounter Voice—Warrior of Light	180	Unlocks encounter voice data for Warrior of Light. Playable in the Jukebox.
Encounter Voice—Firion	180	Unlocks encounter voice data for Firion. Playable in the Jukebox.
Encounter Voice—Onion Knight	180	Unlocks encounter voice data for Onion Knight. Playable in the Jukebox.
Encounter Voice—Cecil	180	Unlocks encounter voice data for Cecil. Playable in the Jukebox.
Encounter Voice—Bartz	180	Unlocks encounter voice data for Bartz. Playable in the Jukebox.
Encounter Voice—Terra	180	Unlocks encounter voice data for Terra. Playable in the Jukebox.

NAME	COST	DESCRIPTION
Encounter Voice—Cloud	180	Unlocks encounter voice data for Cloud. Playable in the Jukebox.
Encounter Voice—Squall	180	Unlocks encounter voice data for Squall. Playable in the Jukebox.
Encounter Voice—Zidane	180	Unlocks encounter voice data for Zidane. Playable in the Jukebox.
Encounter Voice—Tidus	180	Unlocks encounter voice data for Tidus. Playable in the Jukebox.
Encounter Voice—Garland	180	Unlocks encounter voice data for Garland. Playable in the Jukebox.
Encounter Voice—The Emperor	180	Unlocks encounter voice data for The Emperor. Playable in the Jukebox.
Encounter Voice—Cloud of Darkness	180	Unlocks encounter voice data for Cloud of Darkness. Playable in the Jukebox.
Encounter Voice—Golbez	180	Unlocks encounter voice data for Golbez. Playable in the Jukebox.
Encounter Voice—Exdeath	180	Unlocks encounter voice data for Exdeath. Playable in the Jukebox.
Encounter Voice—Kefka	180	Unlocks encounter voice data for Kefka. Playable in the Jukebox.
Encounter Voice—Sephiroth	180	Unlocks encounter voice data for Sephiroth. Playable in the Jukebox.
Encounter Voice—Ultimecia	180	Unlocks encounter voice data for Ultimecia. Playable in the Jukebox.
Encounter Voice—Kuja	180	Unlocks encounter voice data for Kuja. Playable in the Jukebox.
Encounter Voice—Jecht	180	Unlocks encounter voice data for Jecht. Playable in the Jukebox.
Encounter Voice—Shantotto	180	Unlocks encounter voice data for Shantotto. Playable in the Jukebox.
Encounter Voice—Gabranth	180	Unlocks encounter voice data for Gabranth. Playable in the Jukebox.
Encounter Voice—Prishe	180	Unlocks encounter voice data for Prishe. Playable in the Jukebox.
Encounter Voice—Gilgamesh	180	Unlocks encounter voice data for Gilgamesh. Playable in the Jukebox.
Encounter Voice—Chaos	180	Unlocks encounter voice data for Chaos. Playable in the Jukebox.
Encounter Voice—Feral Chaos	10	Unlocks encounter voice data for Feral Chaos. Playable in the Jukebox.
Secret Voice—Golbez	150	Unlocks secret voice data for Golbez. Playable in the Jukebox.
Secret Voice—Exdeath	150	Unlocks secret voice data for Exdeath. Playable in the Jukebox.
Secret Voice—Vaan	150	Unlocks secret voice data for Vaan. Playable in the Jukebox.
Secret Voice—Laguna	150	Unlocks secret voice data for Laguna. Playable in the Jukebox.
Secret Voice—Yuna	150	Unlocks secret voice data for Yuna. Playable in the Jukebox.
Secret Voice—Kain	150	Unlocks secret voice data for Kain. Playable in the Jukebox.
Secret Voice—Tifa	150	Unlocks secret voice data for Tifa. Playable in the Jukebox.
Secret Voice—Prishe	300	Unlocks secret voice data for Prishe. Playable in the Jukebox.

SYSTEM

NAME	COST	DESCRIPTION
Main Scenario: An Untold Tale	2000	Unlocks option to challenge the ultimate foe earlier in Story Mode.
Preset—Lv 50	900	Unlocks "Lv 50" characters in preset customization options for Arcade and Communications Modes.
Preset—Lv 100	1800	Unlocks "Lv 100" characters in preset customization options for Arcade and Communications Modes.
Arcade Mode—Time Attack Unlocked	350	Adds "Time Attack" to Arcade Mode.
Stage—Old Chaos Shrine (Ω)	100	Adds Old Chaos Shrine (Ω) to available stages in Battle Setup.
Stage—Pandaemonium (Ω)	100	Adds Pandaemonium (Ω) to available stages in Battle Setup.
Stage—World of Darkness (Ω)	100	Adds World of Darkness (Ω) to available stages in Battle Setup.
Stage—Lunar Subterrane (Ω)	100	Adds Lunar Subterrane (Ω) to available stages in Battle Setup.
Stage—The Rift (Ω)	100	Adds The Rift (Ω) to available stages in Battle Setup.
Stage—Kefka's Tower (Ω)	100	Adds Kefka's Tower (Ω) to available stages in Battle Setup.
Stage—Planet's Core (Ω)	100	Adds Planet's Core (Ω) to available stages in Battle Setup.
Stage—Ultimecia's Castle (Ω)	100	Adds Ultimecia's Castle (Ω) to available stages in Battle Setup.
Stage—Crystal World (Ω)	100	Adds Crystal World (Ω) to available stages in Battle Setup.
Stage—Dream's End (Ω)	100	Adds Dream's End (Ω) to available stages in Battle Setup.
Stage—Empyreal Paradox (Ω)	100	Adds Empyreal Paradox (Ω) to available stages in Battle Setup.
Stage—Sky Fortress Bahamut (Ω)	100	Adds Sky Fortress Bahamut (Ω) to available stages in Battle Setup.
Stage—Orphan's Cradle (Ω)	100	Adds Orphan's Cradle (Ω) to available stages in Battle Setup.
Stage—Order's Sanctuary (Ω)	100	Adds Order's Sanctuary (Ω) to available stages in Battle Setup.
Stage—Edge of Madness	100	Adds Edge of Madness to available stages in Battle Setup.
Stage—Edge of Madness (Ω)	100	Adds Edge of Madness (Ω) to available stages in Battle Setup.
Stage—Pandaemonium—Top Floor	300	Adds Pandaemonium—Top Floor to available stages in Battle Setup.
Stage—Crystal Tower	300	Adds Crystal Tower to available stages in Battle Setup.
Stage—Phantom Train	300	Adds Phantom Train to available stages in Battle Setup.
Stage—M.S. Prima Vista	300	Adds M.S. Prima Vista to available stages in Battle Setup.
Online Match—Gain AP After Loss	240	May gain AP even after losing an online battle.
Online Match—Gain Gil After Loss	240	May obtain gil even after losing an online battle.
Online Match—Gain Item After Loss	300	May obtain items even after losing an online battle. Includes dropped trade accessories.
Online Match—Gain Accessories After Loss	300	May obtain accessories even after losing an online battle.
Ghost Match—Battlegen OK	350	Can Battlegen accessories worn by opponents in a ghost battle.
Online Match—Battlegen OK	350	Can Battlegen accessories worn by opponents in an online battle.
Trade Component Drop OK	100	Causes trade components for items and accessories that opponents wear to drop after battles.
Ruleset—Cosmos Judgment	60	Adds Cosmos Judgment to available rulesets in Battle Setup.
Ruleset—Chaos Judgment	60	Adds Chaos Judgment to available rulesets in Battle Setup.
Ruleset—Double Judgment	60	Adds Double Judgment to available rulesets in Battle Setup.
CPU Level Cap + 10	100	Unlocks the ability to increase the maximum computer opponent level to the player's level + 10. (Base CPU level cannot exceed 100).
CPU Level Cap + 20	100	Unlocks the ability to increase the maximum computer opponent level to the player's level + 20. (Base CPU level cannot exceed 100).
CPU Level Cap + 30	100	Unlocks the ability to increase the maximum computer opponent level to the player's level + 30. (Base CPU level cannot exceed 100).
CPU Level Cap + 40	100	Unlocks the ability to increase the maximum computer opponent level to the player's level + 40. (Base CPU level cannot exceed 100).
CPU Level Cap + 50	100	Unlocks the ability to increase the maximum computer opponent level to the player's level + 50. (Base CPU level cannot exceed 100).
CPU Level Cap + 60	100	Unlocks the ability to increase the maximum computer opponent level to the player's level + 60. (Base CPU level cannot exceed 100).
CPU Level Cap + 70	100	Unlocks the ability to increase the maximum computer opponent level to the player's level + 70. (Base CPU level cannot exceed 100).
CPU Level Cap + 80	100	Unlocks the ability to increase the maximum computer opponent level to the player's level + 80. (Base CPU level cannot exceed 100).
CPU Level Cap + 90	100	Unlocks the ability to increase the maximum computer opponent level to the player's level + 90. (Base CPU level cannot exceed 100).
CPU Level Cap + 100	100	Unlocks the ability to increase the maximum computer opponent level to the player's level + 100. (Base CPU level cannot exceed 100).

CALENDAR

NAME	COST	DESCRIPTION
EXP Icon Boost Lv 2	60	Increases the bonus to EXP when the appropriate icon appears on the calendar.
EXP Icon Boost Lv 3	120	Increases the bonus to EXP when the appropriate icon appears on the calendar.
EXP Icon Boost Lv 4	180	Increases the bonus to EXP when the appropriate icon appears on the calendar.
EXP Icon Boost Lv 5	240	Increases the bonus to EXP when the appropriate icon appears on the calendar.
EXP Icon Boost Lv 6	300	Increases the bonus to EXP when the appropriate icon appears on the calendar.
EXP Icon Boost Lv 7	360	Increases the bonus to EXP when the appropriate icon appears on the calendar.
EXP Icon Boost Lv 8	420	Increases the bonus to EXP when the appropriate icon appears on the calendar.
EXP Icon Boost Lv 9	480	Increases the bonus to EXP when the appropriate icon appears on the calendar.
EXP Icon Boost Lv 10	540	Increases the bonus to EXP when the appropriate icon appears on the calendar.
PP Icon Boost Lv 2	120	Increases the bonus to PP when the appropriate icon appears on the calendar.
PP Icon Boost Lv 3	180	Increases the bonus to PP when the appropriate icon appears on the calendar.
Gil Icon Boost Lv 2	60	Increases the bonus to gil when the appropriate icon appears on the calendar.
Gil Icon Boost Lv 3	120	Increases the bonus to gil when the appropriate icon appears on the calendar.
Gil Icon Boost Lv 4	180	Increases the bonus to gil when the appropriate icon appears on the calendar.

NAME	COST	DESCRIPTION
Gil Icon Boost Lv 5	240	Increases the bonus to gil when the appropriate icon appears on the calendar.
Gil Icon Boost Lv 6	300	Increases the bonus to gil when the appropriate icon appears on the calendar.
Gil Icon Boost Lv 7	360	Increases the bonus to gil when the appropriate icon appears on the calendar.
Gil Icon Boost Lv 8	420	Increases the bonus to gil when the appropriate icon appears on the calendar.
Gil Icon Boost Lv 9	480	Increases the bonus to gil when the appropriate icon appears on the calendar.
Gil Icon Boost Lv 10	540	Increases the bonus to gil when the appropriate icon appears on the calendar.
AP Icon Boost Lv 2	60	Increases the bonus to AP when the appropriate icon appears on the calendar.
AP Icon Boost Lv 3	120	Increases the bonus to AP when the appropriate icon appears on the calendar.
Icon Likelihood Lv 2	30	Calendar bonus icons occur more often.
Icon Likelihood Lv 3	60	Calendar bonus icons occur more often.
Icon Likelihood Lv 4	90	Calendar bonus icons occur more often.
Icon Likelihood Lv 5	120	Calendar bonus icons occur more often.
Icon Likelihood Lv 6	150	Calendar bonus icons occur more often.
Icon Likelihood Lv 7	180	Calendar bonus icons occur more often.
Icon Likelihood Lv 8	210	Calendar bonus icons occur more often.
Icon Likelihood Lv 9	240	Calendar bonus icons occur more often.
Icon Likelihood Lv 10	270	Calendar bonus icons occur more often.

ICONS

NAME	COST	DESCRIPTION
[FFI] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFI] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFI] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFI] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFII] Set of 5	100	Adds player icons themed on past Final Fantasy games.
[FFII] Set of 5	100	Adds player icons themed on past Final Fantasy games.
[FFII] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFII] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFIII] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFIII] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFIII] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFIII] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFIII] Set of 3	60	Adds player icons themed on past Final Fantasy games.
[FFIII] Set of 3	60	Adds player icons themed on past Final Fantasy games.
[FFIV] Set of 2	40	Adds player icons themed on past Final Fantasy games.

NAME	COST	DESCRIPTION
[FFIV] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFIV] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFIV] Set of 2	40	Adds player icons themed on past Final Fantasy games.
[FFIV] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFIV] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFIV] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFIV] Set of 3	60	Adds player icons themed on past Final Fantasy games.
[FFIV] Set of 3	60	Adds player icons themed on past Final Fantasy games.
[FFV] Set of 3	60	Adds player icons themed on past Final Fantasy games.
[FFV] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFV] Set of 3	60	Adds player icons themed on past Final Fantasy games.
[FFV] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFV] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFV] Set of 3	60	Adds player icons themed on past Final Fantasy games.
[FFV] Set of 3	60	Adds player icons themed on past Final Fantasy games.

ICONS (CONT.)

NAME	COST	DESCRIPTION
[FFV] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFVI] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFVI] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFVI] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFVI] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFVI] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFVI] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFVI] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFVI] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFVI] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFVII] Set of 2	40	Adds player icons themed on past Final Fantasy games.
[FFVII] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFVIII] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFVIII] Set of 3	60	Adds player icons themed on past Final Fantasy games.
[FFIX] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFIX] Set of 3	60	Adds player icons themed on past Final Fantasy games.
[FFX] Set of 2	40	Adds player icons themed on past Final Fantasy games.
[FFX] Set of 3	60	Adds player icons themed on past Final Fantasy games.
[FFXI] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFXI] Set of 4	80	Adds player icons themed on past Final Fantasy games.
[FFXII] Set of 3	60	Adds player icons themed on past Final Fantasy games.
[FFXII] Set of 3	60	Adds player icons themed on past Final Fantasy games.
[FFXII] Set of 3	60	Adds player icons themed on past Final Fantasy games.
Nostalgic Foes	150	Adds player icons based on specific themes.
Memorable Enemies—1	350	Adds player icons based on specific themes.
Memorable Enemies—2	350	Adds player icons based on specific themes.
Esper Collection	150	Adds player icons based on specific themes.
Airships—Set of 3	150	Adds player icons based on specific themes.
Master Destroyer	490	Adds player icons based on honors once bestowed on legendary heroes.
Avenger	490	Adds player icons based on honors once bestowed on legendary heroes.
Walker of the Path Less Taken	490	Adds player icons based on honors once bestowed on legendary heroes.
Great General	490	Adds player icons based on honors once bestowed on legendary heroes.

NAME	COST	DESCRIPTION
Troubled Hero	490	Adds player icons based on honors once bestowed on legendary heroes.
Wayfarer	490	Adds player icons based on honors once bestowed on legendary heroes.
EX Core Collector	490	Adds player icons based on honors once bestowed on legendary heroes.
Medal King	490	Adds player icons based on honors once bestowed on legendary heroes.
Cultivator	490	Adds player icons based on honors once bestowed on legendary heroes.
God of Destruction	490	Adds player icons based on honors once bestowed on legendary heroes.
Technician	490	Adds player icons based on honors once bestowed on legendary heroes.
Esper Lord	700	Adds player icons based on honors once bestowed on legendary heroes.
Connoisseur	700	Adds player icons based on honors once bestowed on legendary heroes.
El Dorado	700	Adds player icons based on honors once bestowed on legendary heroes.
Gillionaire	490	Adds player icons based on honors once bestowed on legendary heroes.
[FFXIII] Set	90	Adds player icons themed on past Final Fantasy games.
[FFXIV] Set	120	Adds player icons themed on past Final Fantasy games.
[Avatar] Warrior of Light	150	Add player icons themed on avatar costumes.
[Avatar] Firion	150	Add player icons themed on avatar costumes.
[Avatar] Onion Knight	150	Add player icons themed on avatar costumes.
[Avatar] Cecil	150	Add player icons themed on avatar costumes.
[Avatar] Kain	150	Add player icons themed on avatar costumes.
[Avatar] Bartz	150	Add player icons themed on avatar costumes.
[Avatar] Terra	150	Add player icons themed on avatar costumes.
[Avatar] Cloud	150	Add player icons themed on avatar costumes.
[Avatar] Tifa	150	Add player icons themed on avatar costumes.
[Avatar] Squall	150	Add player icons themed on avatar costumes.
[Avatar] Laguna	150	Add player icons themed on avatar costumes.
[Avatar] Zidane	150	Add player icons themed on avatar costumes.
[Avatar] Tidus	150	Add player icons themed on avatar costumes.
[Avatar] Yuna	150	Add player icons themed on avatar costumes.
[Avatar] Shantotto	150	Add player icons themed on avatar costumes.
[Avatar] Prishe	150	Add player icons themed on avatar costumes.
[Avatar] Vaan	150	Add player icons themed on avatar costumes.
[Avatar] Lightning	150	Add player icons themed on avatar costumes.

ETC.

NAME	COST	DESCRIPTION
Item Drop Rate Up	30	Increases drop rate of items. (1 use) (Multiple purchases OK—Expires after battle)
Battlegen Rate Up	30	Increases chance of Battlegen. (1 use) (Multiple purchases OK—Expires after battle)
Item Drop Rate Up (10 pack)	300	Increases drop rate of items. (10 uses) (Multiple purchases OK—Expires after battle)
Battlegen Rate Up (10 pack)	300	Increases chance of Battlegen. (10 uses) (Multiple purchases OK—Expires after battle)
Friend Reward Boost Lv 1	60	Increases Friend Rewards for battling the ghost player of someone whose Friend Card you possess.
Friend Reward Boost Lv 2	120	Increases Friend Rewards for battling the ghost player of someone whose Friend Card you possess.
Friend Reward Boost Lv 3	180	Increases Friend Rewards for battling the ghost player of someone whose Friend Card you possess.
Friend Reward Boost Lv 4	240	Increases Friend Rewards for battling the ghost player of someone whose Friend Card you possess.
Friend Reward Boost Lv 5	360	Increases Friend Rewards for battling the ghost player of someone whose Friend Card you possess.
Friend Reward Boost Lv 6	420	Increases Friend Rewards for battling the ghost player of someone whose Friend Card you possess.
Friend Reward Boost Lv 7	480	Increases Friend Rewards for battling the ghost player of someone whose Friend Card you possess.
Friend Reward Boost Lv 8	540	Increases Friend Rewards for battling the ghost player of someone whose Friend Card you possess.
Friend Reward Boost Lv 9	600	Increases Friend Rewards for battling the ghost player of someone whose Friend Card you possess.
Friend Reward Boost Lv 10	900	Increases Friend Rewards for battling the ghost player of someone whose Friend Card you possess.
Play Plan—Black Chocobo Course	150	Adds "Grind-lover" play plan.
Play Plan—Fat Chocobo Course	150	Adds "Treasure Hunter" play plan.
BGM—FFI—Town	150	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFI—Mt. Gulg	240	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFII—The Rebel Army	150	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFII—The Imperial Army	240	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFIII—The Crystal Tower	150	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFIII—Let Me Know the Truth	240	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFIV—The Red Wings	150	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFIV—Theme of Love	240	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFV—The Decisive Battle	150	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFV—Home, Sweet Home	240	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFVI—Dancing Mad	150	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFVI—Searching for Friends	240	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFVII—Opening—Bombing Mission	150	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFVII—Let the Battles Begin!	240	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFVIII—The Man with the Machine Gun	150	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFVIII—Premonition	240	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFIX—The Darkness of Eternity	150	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFIX—Not Alone	240	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFX—Fight with Seymour	150	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFX—A Fleeting Dream	240	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFXI—Awakening	150	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFXI—Iron Colossus	240	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFXII—Fight to the Death	150	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFXII—The Battle for Freedom	240	Unlocks new battle background music. Playable in the Jukebox.
BGM—FFXIII—Nascent Requiem	240	Unlocks new battle background music. Playable in the Jukebox.

SUMMONSTONES

Summonstones are powerful artifacts that allow you to call on the power of legendary creatures from the Final Fantasy universe.

There are three types of Summonstones that can be found in gateways throughout the game (or purchased at Moogle Shops); Counter, AUTO and Manual. Counter Summonstones are triggered when the opponent activates a Summonstone. AUTO Summonstones are automatic, as the name implies; they trigger when a specific battle condition is met. Manual Summonstones must be manually activated by holding R and pressing L. Beyond the activation differences, the Summonstones also have different usage and charge rates—AUTO Summonstones typically allow three uses and then require three battles to recharge, while Counter and most Manual Summonstones allow two uses and then require two battles to recharge.

SUMMONSTONE USAGE

Early in the game, when you are getting your characters established, you can simply use whatever Summonstones you manage to pick up.

Later in the game, you should spend more time customizing your equipped Summonstones to match up with your accessory loadouts.

Complementing your combat strategy with a beneficial summon can make battles *much* easier. It is also possible to use a specific Summonstone to counter or nullify a particularly difficult opponent, or an opponent's own Summonstone. Summons can also help to deal with the combination of a tough opponent on a difficult stage, or to help fight through a difficult enemy accessory combination.

Look over the list of Summonstones here and figure out which stones you are interested in acquiring, then save up your KP to pick it up from a Moogle Shop!

SUMMON RESERVES

Much like items and accessories, once acquired, Summonstones can be used by all of your characters.

Each character can "equip" up to five Summonstones, set in order of priority from 1 through 5. When a Summonstone is "used up" (that is, it is recharging from usage), the next Summonstone on your list is automatically equipped. This allows you to always have a summon ready in battle, just make sure you don't forget that a summon may have switched off at a key time!

Note that the priority list doesn't cycle through 1 to 5, instead, it changes your equipped Summonstone to the *highest* priority summon as soon as it has recharged. This means you may not need a full roster of five summons equipped to always have one ready, unless you are using a lot of manual summons with slow recharges.

COUNTER SUMMONS

SUMMON	EFFECT NAME	EFFECT
Cagnazzo	Deluge	When opponent calls a summon, their bravery is frozen.
Rubicante	Inferno	When opponent calls a summon, your bravery is tripled.
Scarmiglione	Curse	When opponent calls a summon, their bravery falls to 0.
Barbariccia	Maelstrom	When opponent calls a summon, their bravery swaps with yours.

AUTO SUMMONS

SUMMON	EFFECT NAME	EFFECT	AUTO
Alexander AUTO	Divine Judgment	Bravery is frozen for a short time.	When stage bravery is gained.
Bahamut AUTO	Aura	Bravery rises for a short time.	When bravery = 50% base value.
Carbuncle AUTO	Ruby Light	Matches opponent's bravery to yours.	When bravery = 0.
Demon Wall AUTO	Wall of Protection	Bravery is shielded for a time.	When bravery = 50% base value.
Ifrit AUTO	Hellfire	Bravery boosted to 150%	When stage bravery is gained.
Leviathan AUTO	Tsunami	Opponent's bravery decreases for a short period of time.	When foe gains stage bravery.
Magic Pot AUTO	Mimic	Copies opponent's bravery.	When foe's bravery = 3x base.
Magus Sisters AUTO	Delta Attack	Opponent's bravery is halved for a short time. Base bravery is halved.	When foe gains stage bravery.
Odin AUTO	Zantetsuken	50% chance of inflicting Break.	When near death.
Phoenix AUTO	Flames of Rebirth	Protected from Break for a time. Bravery is restored to base value.	When bravery = 50% base value.
Ramuh AUTO	Judgment Bolt	Opponent's summons are sealed for a short time.	When foe gains stage bravery.
Shiva AUTO	Diamond Dust	Opponent's bravery is prevented from rising for a short time.	When foe's bravery = 0.
Zalera, the Death Seraph	Condemnation	Inflicts Break.	When foe's bravery value = 9999.

MANUAL SUMMONS

SUMMON	EFFECT NAME	EFFECT
Alexander	Divine Judgment	Bravery is frozen for a short time. Duration is shorter than Auto, but can be devastating if timed right.
Asura	Queen's Aegis	Will either seal summons, induce a summon, or destroy opponent's Summonstone.
Atomos	199 Gs	For a period of time, absorb double the opponent's bravery when you take HP damage.
Bahamut	Aura	Bravery rises for a short time. More effective than Auto.
Behemoth	Piercing Cry	Bravery is doubled, but afterwards, it quickly falls.
Bomb	Self-Destruct	After a set period of time, opponent takes bravery damage corresponding to your bravery.
Brynhildr	Muspell Flame	Doubles stage bravery and doubles base bravery for a set period.
Cactuar	1000 Needles	Opponent's bravery is reduced by 1000.
Calcabrina	Glance	Cancels opponent's Break status.
Carbuncle	Ruby Light	Matches opponent's bravery to yours.
Chocobo	Chocobo Kick	Both fighters' bravery values are randomly shuffled.
Deathgaze	Level 5 Death	Inflicts Break if opponent's bravery is a multiple of 5.
Demon Wall	Wall of Protection	Bravery is shielded for a time. Duration is longer than Auto.
Giant of Babil	Lunar Ray	Transfers 30% of both fighters' bravery to stage bravery.
Gilgamesh	Excalibur/ Excalipoor	A strike with the strongest of swords triples your bravery. But if you're unlucky...
Hecatoncheir	Gaian Salvo	Resets stage bravery to 0.
Ifrit	Hellfire	Bravery boosted to 150%
Iron Giant	Reaper	For a period of time, when you deal HP damage, opponent's bravery is halved.
Kraken	Water Arcana	Opponent's bravery is switched with yours after a set period of time.
Land Worm	Wormhole	Constantly reduces foe's bravery. The farther you are, the greater the reduction.
Leviathan	Tsunami	Opponent's bravery decreases for a short period of time. More effective than Auto.
Lich	Earth Arcana	Opponent's bravery falls to 0 after a set period of time.
Magic Pot	Mimic	Copies opponent's bravery.
Magus Sisters	Delta Attack	Opponent's bravery is halved for a short time. Base bravery is halved. Duration is longer than Auto.
Mandragora	Photosynthesis	For a short period, recover bravery to base value more quickly.
Malboro	Bad Breath	Constantly reduces foe's bravery. The closer you are, the greater the reduction.
Marilith	Fire Arcana	Opponent's bravery is frozen after a set period of time.
Moogle	??? (Random Summon Effect)	Who knows what will happen...
Odin	Zantetsuken	50% chance of inflicting Break.
Omega	Wave Cannon	For a short period, opponent's bravery severely decreases.
Phoenix	Flames of Rebirth	Protected from Break for a time. Bravery is restored to base value. Duration is longer than Auto.
PuPu	Accelerator	Bravery is halved, but afterwards, it quickly rises.
Ramuh	Judgment Bolt	Opponent's summons are sealed for a short time. Duration is longer than Auto.
Shiva	Diamond Dust	Opponent's bravery is prevented from rising for a short time. Duration is longer than Auto.
Sylgra	Thunderstorm	Nullifies active summon effects.
Tiamat	Wind Arcana	Bravery is tripled after a set period of time.
Titan	Gaia's Wrath	For a period of time, bravery is tripled when you take HP damage.
Tonberry	Karma	After a set period of time, opponent loses bravery equal to the HP damage you take.
Typhon	Snort	One digit of the opponent's bravery is blown away.
Ultima, the High Seraph	Eschaton	For a short period, receive stage bravery after suffering an Assist Break or EX Break.
Ultima Weapon	Flare Star	Focuses a massive energy beam at the foe, inflicting Break after a set period of time.
Ultros	Octopus Ink	Opponent cannot see bravery for a short period.

ARMAMENTS

Equipment is an important part of the growth and power of your characters. Equipment gives direct bonuses to ATK, DEF, HP, BRV, and can also give special bonuses to EX Mode, your Assist Gauge, and other effects.

Some items belong to item sets. When enough items from a given set are equipped, the character gains a special additional bonus from the combination of items. The arms and armor of the Dissidia warriors are acquired in many ways—they can be found in treasure chests, acquired from enemies, they can become available through finding cards within the Labyrinth, or by buying or trading for them from the Shop or the Moogle Shops. All items, once acquired, can be used by *all* of your characters at the same time. Individual characters have certain types of items that they can or cannot use, but for all of the characters that can use a given item; you can have it equipped on all of them at once.

ITEM SETS

Note that a given set can have many more pieces than the required number to activate the set bonus—this is so that a variety of characters can benefit from the set, and to give you a bit of choice in how you outfit your characters while still gaining the benefits of a specific item set.

ITEM SETS

SET NAME	# OF PIECES	ITEMS	EFFECT
Adamant Chains	3	Adamant Knife, Adamant Shield, Adamant Helm, Adamant Vest	BRV Boost on Dodge+8%, Slight Midair Evasion Boost effect
All Glories Must Fade	4	Heike's Blade, Heike's Shield, Heike's Helm, Heike's Armor	Initial EX Force+100%, EX Mode Duration-50%
Allure of Honey	4	Sexy Cologne, Member's Card, Blonde Wing, Silk Dress	Battlegen Rate+50%, Drop Rate+50%
Ancient Weapon	4	Wave Cannon, Tome Shield, Defense Node, Mage Mail	Damage+40%, Defense-50%
Blessed Crystal	3	Crystal Sword, Crystal Lance, Crystal Shield, Crystal Bangle, Crystal Hairpin, Crystal Helm, Crystal Vest, Crystal Armor	EX Force Absorption+20%, EX Core Absorption+20%
Dazzling Diamond	3	Diamond Sword, Diamond Shield, Diamond Cuff, Diamond Hairpin, Diamond Helm, Diamond Vest, Diamond Armor	AP+100%
Elemental Archfiend	4	Scarmiglione's Fang, Barbariccia's Wristlet, Rubicante's Cowl, Cagnazzo's Carapace	BRV up on evasion/block/Quickmove/stage destruction
Final Strike	4	Death Blade, Reaper's Shield, Helmet of the Dead, Death Armor	EX Absorption & Range Boost, Assist Charge & Duration Boost
Flavor of Life	4	Frying Pan, Kitchen Timer, Toque Blanche, Iron Apron	Regen+100%
Force of the Resolute	4	Nail Bat, Skull Wristlet, Bomber Jacket, Spirit Band	EX Core & EX Force to BRV, EX Force Absorption+30%
Glorious Gold	3	Gold Sword, Golden Staff, Golden Shield, Gold Bangle, Gold Armlet, Gold Hairpin, Golden Helm, Golden Vest, Golden Armor	Gil+50%
Imp's Blessing	4	Impartisan, Tortoise Shield, Saucer, Reed Cloak	EX Intake Range+15m
Judgment of Lufenia	3	Lufenia's Edge, Lufenian Axe, Lufenian Rod, Lufenian Claw, Lufenian Gun, Lufenian Shield, Lufenian Cap, Lufenian Helm, Lufenian Robes, Lufenian Armor, Lufenian Chestplate	Assist Gauge Depletion+15%
King of Tragedy	4	Caliburn, Rhongomiant, Prytwen, Dragon Sallet, Wygar	EX Revenge Duration+40%, EX Revenge Damage+50%
Mystic Mythril	3	Mythril Sword, Mythril Spear, Mythril Axe, Mythril Rod, Mythril Claw, Mythril Shield, Mythril Bangle, Mythril Hairpin, Mythril Helm, Mythril Vest, Mythril Armor	EX Mode Duration+30%
Power of Darkness	3	Dark Sword, Dark Shield, Dark Helm, Dark Armor	Wall Rush BRV Damage+20%, Wall Rush HP Damage+20%
Pride of the Titans	3	Giant's Axe, Giant's Gloves, Giant's Helm, Giant's Harness	HP+750, BRV+100
Rise of Discord	4	Endless Oblivion, Eternal Despair, Phantasmal Abyss, Cycle's End	EX Mode Duration+40%, EX Revenge Duration+40%
Seal of Lufenia	3	Lufenian Saber, Lufenian Dagger, Lufenian Katana, Lufenian Lance, Lufenian Staff, Star of Lufenia, Lufenian Lute, Lufenian Pole, Lufenian Dirk, Lufenian Bangle, Lufenian Gauntlets, Lufenian Great-shield, Lufenian Hairpin, Lufenian Headband, Lufenian Jacket, Lufenian Vest	EX Gauge Depletion+5%
Snowpetal	3	Blue Moon, Lunate Armlet, Chaplet, Snowflake Sweater	Magic Counter Strength+100%, BRV Boost on Block+30%
Soul of Yamato	3	Genji Blade, Genji Shield, Genji Helm, Genji Armor	LUK+3/Regen+20%/HP to BRV, EX Core Appearance Boost
Succubus's Soul	4	Blood Sword, Sanguine Shield, Blood Helm, Blood Armor	HP Depletion on HP Attack+20%
Super Rocket	4	Hardwood Katana, Scorpion Mittens, Ace's Helm, Fighter's Lorica	Damage Boost Near Death+30%, Physical Defense-100%
Uniter	4	Warblade, Warlord's Gauntlets, Warlord's Soul, Warlord's Corselet	BRV Recovery+200%
Whisper of the Wyrm	3	Dragon Slayer, Wyvern Lance, Dragon's Tail, Dragon Shield, Dragon Armlet, Dragon Gloves, Dragon's Crest, Dragon Mail	Physical Defense+10%, Magic Defense+10%

ARMAMENTS

For each item, the list contains its category, which characters can use that category, the minimum level required to equip it, and the cost of the item when it is bought or sold.

ITEM ACQUISITION

Items can be acquired in a variety of ways, as follows.

Shop (Gil Only) or (Trade) means that you can buy or trade for the item in the Shop, once you have enough money or the right items to trade.

KP Shop means that you must travel to a Moogle Shop and buy the item with KP. See the Moogle Shops in the Secrets chapter for a full list of all the goodies available at each shop to track down a particular item.

Treasure Chest means that it must be found as a chest in one of the Story Mode scenarios. A few chests are marked with a specific Final Fantasy number, meaning they can be acquired in that particular character's story chapter.

Public Friend Card Drop means the item comes as a drop from a Friend Card that you must battle. Even if you aren't playing online, you can still get Friend Cards by exchanging mail with the Moogles on Mognet!

Labyrinth items come from acquiring cards in the Labyrinth. Generally, better items are found deeper in the Labyrinth, in more difficult branches, and they don't always appear. Keep looking!

Special categories include items that come from a network quest that you must download, or items that you *cannot* acquire. These are rare, and included simply so that you can see their statistical effect (generally these are special boss-only items).

BUILDING YOUR ARMORY

Note that *any* item can potentially drop from an opponent you are facing in battle, but this is a rare and unreliable method of acquiring equipment. If you do happen to get a nice drop, count yourself lucky! There is also a special upgrade that can be purchased at the PP shop that causes *components* for items carried by opponents to drop. Once purchased, this occurs *much* more often than a full item dropping from an opponent, and is a great way to gradually build up the pieces you need to trade for the item yourself. You can buy this upgrade once you finish Scenario 012. To get your item collection rolling, it is recommended that you complete all of Scenario 012 and 013, and then spend time in Scenario 000, the Labyrinth, Quick Battles, Arcade, and multiplayer battles.

Scenario 000 has nice items, rewards, and components, but it is likely to be a bit too difficult to fully clear when you first unlock it. Balancing the time you spend progressing in Scenario 000 with the other areas you have unlocked is a good way to advance many of your characters and constantly acquire a flow of items and materials for new items that can help you along. Similarly, fully completing the Labyrinth is a daunting proposition at first, so chip away at it, unlocking new start points and acquiring equipment as you do so. With so many different characters to outfit and level up, you can spend a *long* time fully outfitting your characters, and there are always new combinations to experiment with. Have fun!

WEAPONS

SWORDS

Characters: Warrior of Light, Firion, Onion Knight, Cecil, Bartz, Exdeath, Cloud, Squall, Zidane, Tidus, Gabranth, Kain, Gilgamesh, Laguna, Vaan, Lightning

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Broadsword	1	Shop (Gil Only)	0	0	4	0	—	500	—
Iron Sword	1	Shop (Gil Only)	0	0	9	0	—	1300	—
Serpent Sword	1	Shop (Gil Only)	0	0	13	0	—	4400	—
Saber	1	Shop (Gil Only)	0	0	18	0	—	9300	—
Rapier	30	Shop (Gil Only)	0	0	27	0	—	24600	—
Estoc	30	Shop (Gil Only)	0	0	31	0	—	34900	—
Falchion	60	Shop (Gil Only)	0	0	54	0	—	113800	—
Mythril Sword	1	Shop (Trade)	0	0	18	0	Mystic Mythril (1/3)	9300	Iron Sword x1; Mythril x1;
Gold Sword	30	Shop (Trade)	0	0	27	0	Glorious Gold (1/3)	24600	Saber x1; Gold x1; Sky Pirate's Desire x3
Crystal Sword	30	Shop (Trade)	0	0	36	0	Blessed Crystal (1/3)	47100	Rapier x1; Crystal x1; Flash's Desire x3
Diamond Sword	60	Shop (Trade)	0	0	45	0	Dazzling Diamond(1/3)	76800	Crystal Sword x1; Diamond x1; Knight's Dream x3
Flametongue	1	KP Shop	0	0	13	0	Initial BRV+20%	60 KP	—
Icebrand	1	KP Shop	0	0	22	0	Initial BRV+20%	200 KP	—
Coral Sword	30	Shop (Trade)	0	0	36	0	Initial BRV+20%	47100	Rapier x1; Corel Ore x1;
Ancient Sword	30	Shop (Trade)	0	0	40	0	Initial BRV+30%	61000	Sun Blade x1; Narshe Ore x1;
Rune Blade	60	Shop (Trade)	0	0	45	0	Initial BRV+30%	76800	Estoc x1; Gulg Steel x1; Flash's Desire x3
Enhancer	60	Shop (Trade)	0	0	54	0	Initial BRV+30%	113800	Coral Sword x1; Gagazet Steel x1; Champion's Desire x5
Save the Queen	60	Shop (Trade)	0	0	58	0	Initial BRV+30%	135000	Rune Blade x1; Darksteel Ingot x1; Knight's Dream x5
Dragon Slayer	60	Shop (Trade)	0	0	58	0	Whisper of the Wyrm (1/3)	135000	Flametongue x1; Dragon's Tear x1; Liegeman's Dream x5
Brave Blade	90	Shop (Trade)	0	0	63	0	Initial BRV+40%	158000	Icebrand x1; Darksteel Ingot x1; Wanderer's Hopes x5
Excalibur	100	Shop (Trade)	0	0	67	0	Initial BRV+50%	182800	Save the Queen x1; Brave Blade x1; Eureka Metal x1
Sun Blade	30	Enemy Treasure Chest (Can trade for after acquired)	0	0	29	0	Initial BRV+20%	24600	Broadsword x1; Rusted Metal x1;
Excalipoor	100	Shop (Trade)	0	0	68	0	Physical Damage-100%	182800	Cancer Recipe x1; Dragon Seal x1; Chocograph x1
Wyrmhero Blade	100	Shop (Trade)	0	0	67	0	Legendary sword that has passed through many hands	182800	Aquarius Recipe x1; Crystal Eye x1; Al Bhed Primer x1
Excalibur II	100	Public Friend Card, Drop	0	0	67	0	Exp+100%	—	—
Lufenian Saber	100	Treasure Chest	0	0	67	0	Seal of Lufenia(1/3)	—	—
Storm of Light	1	Labyrinth (Trade)	0	0	22	0	Initial BRV+20%	16100	Iron Sword x1; Joy of Conflict x1;
Silvance	30	Labyrinth (Trade)	0	0	40	0	Initial BRV+30%	61000	Sun Blade x1; Rage of Conflict x1;
Balmung	90	Labyrinth (Trade)	0	0	63	0	Initial BRV+40%	158000	Icebrand x1; Delight of Conflict x1; Wanderer's Hopes x5
Blood Sword	100	Labyrinth (Goal)	0	0	67	0	Succubus's Soul(1/4)	—	—
Caeburn	100	Labyrinth (Goal)	0	0	67	0	King of Tragedy(1/4)	—	—

DAGGERS

Characters: Warrior of Light, Firion, The Emperor, Onion Knight, Bartz, Terra, Squall, Ultimecia, Zidane, Kuja, Tidus, Gabranth, Kain, Gilgamesh, Laguna, Vaan, Lightning

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Knife	1	Shop (Gil Only)	0	0	2	2	—	500	—
Dagger	1	Shop (Gil Only)	0	0	7	2	—	1300	—
Kukuri	1	Shop (Gil Only)	0	0	11	2	—	4400	—
Piercing Dagger	30	Shop (Gil Only)	0	0	25	2	—	24600	—
Valiant Knife	60	Shop (Gil Only)	0	0	53	1	—	113800	—
Adamant Knife	100	Shop (Trade)	0	0	66	1	Adamant Chains (1/3)	182800	Assassin's Dagger x1; Adamantite x1; Knight's Hopes x5

DAGGERS (CONT.)

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Main Gauche	1	KP Shop	0	0	11	2	Initial EX Force+5%	60 KP	—
Man-Eater	30	Shop (Trade)	0	0	29	2	Initial EX Force +5%	34900	Triton's Dagger x1; Skeleton Fragment x1;
Mage Masher	1	KP Shop	0	0	20	2	Initial EX Force +5%	200 KP	—
Air Knife	30	Shop (Trade)	0	0	34	2	Initial EX Force +5%	47100	Man-Eater x1; Skull Knight Shard x1;
Assassin's Dagger	30	Shop (Trade)	0	0	38	2	Initial EX Force +10%	61000	Main Gauche x1; Unknown's Bone x1;
Thief's Knife	60	Shop (Trade)	0	0	44	1	Initial EX Force +10%	76800	Mage Masher x1; Dragon Lich Bone x1; Youth's Desire x5
Orichalcum Dirk	60	Shop (Trade)	0	0	57	1	Initial EX Force +10%	135000	Air Knife x1; Bismarck Spine x1; Youth's Dream x5
Gladius	90	Shop (Trade)	0	0	62	1	Initial EX Force +15%	158000	Thief's Knife x1; Syldra Spine x1; Thief's Hopes x5
Zwill Crossblade	100	Shop (Trade)	0	0	66	1	Initial EX Force +20%	182800	Orichalcum Dirk x1; Gladius x1; Omega Skeleton x1
Triton's Dagger	1	Enemy Treasure Chest (Can trade for after acquired)	0	0	20	2	Initial EX Force +5%	16100	Knife x1; Chocobo Chick Powder x1;
Chicken Knife	100	Shop (Trade)	0	0	66	1	BRV Boost during Quickmove+2%	182800	Libra Recipe x1; Omega Badge x1; Sphere x1
Lufenian Dagger	100	Treasure Chest	0	0	66	1	Seal of Lufenia(1/3)	—	—
Crescent Knife	30	Labyrinth (Trade)	0	0	38	2	Initial EX Force +10%	61000	Main Gauche x1; Rage of Conflict x1;
Sigrun	60	Labyrinth (Trade)	0	0	57	1	Initial EX Force +10%	135000	Air Knife x1; Sorrow of Conflict x1; Youth's Dream x5
Crimson Glare	90	Labyrinth (Trade)	0	0	62	1	Initial EX Force +15%	158000	Thief's Knife x1; Delight of Conflict x1; Thief's Hopes x5

GREATSWORDS

Characters: Warrior of Light, Garland, Firion, Cecil, Golbez, Bartz, Exdeath, Cloud, Sephiroth, Jecht, Gabranth, Kain, Gilgamesh, Laguna, Vaan, Lightning, Chaos

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Longsword	1	Shop (Gil Only)	0	0	6	-2	—	500	—
Greatsword	1	Shop (Gil Only)	0	0	11	-2	—	1300	—
Claymore	1	Shop (Gil Only)	0	0	24	-2	—	16100	—
Royal Swordsman's Blade	60	Shop (Gil Only)	0	0	55	-1	—	113800	—
Flamberge	1	Shop (Trade)	0	0	15	-2	Physical Damage+3%	4400	Greatsword x1; Mithra Tooth x1;
Zweihander	1	Shop (Trade)	0	0	24	-2	Physical Damage+3%	16100	Longsword x1; Bangaa Tooth x1;
Inferno Sword	30	Shop (Trade)	0	0	42	-2	Physical Damage+5%	61000	Hardedge x1; Silver Lobo Claw x1;
Defender	60	Shop (Trade)	0	0	55	-1	Physical Damage+5%	113800	Zweihander x1; Sphinx Fang x1; Stalwart's Desire x5
Apocalypse	60	Shop (Trade)	0	0	59	-1	Physical Damage+5%	135000	Flamberge x1; Kujata Horn x1; Lion's Dream x5
Ogrenix	90	Shop (Trade)	0	0	64	-1	Physical Damage+7%	158000	Defender x1; Bahamut Horn x1; Soldier's Hopes x5
Hajmaruk	100	Shop (Trade)	0	0	66	-1	Physical Damage+10%	182800	Apocalypse x1; Ogrenix x1; Shinryu Claw x1
Hardedge	1	Enemy Treasure Chest (Can trade for after acquired)	0	0	20	-2	Physical Damage+3%	9300	Longsword x1; Mithra Tooth x1;
Nail Bat	30	Treasure Chest	0	0	38	-2	Force of the Resolute(1/4)	—	—
Lufenia's Edge	100	Treasure Chest	0	0	66	-1	Judgment of Lufenia(1/3)	—	—
Flat Saber	1	Labyrinth (Trade)	0	0	24	-2	Physical Damage+3%	16100	Hardedge x1; Rage of Conflict x1;
Claymore	30	Labyrinth (Trade)	0	0	42	-2	Physical Damage+5%	61000	Zweihander x1; Rage of Conflict x1;
Durandal	90	Labyrinth (Trade)	0	0	64	-1	Physical Damage+7%	158000	Defender x1; Delight of Conflict x1; Soldier's Hopes x5
Death Blade	100	Labyrinth (Goal)	0	0	66	-1	Final Strike(1/4)	—	—

KATANA

Characters: Warrior of Light, Garland, Firion, Cecil, Bartz, Cloud, Sephiroth, Squall, Kain, Gilgamesh, Vaan, Lightning

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Katana	1	Shop (Gil Only)	0	9	4	-2	—	450	—
Uchigatana	1	Shop (Gil Only)	0	25	22	-2	—	15420	—
Nodachi	1	Shop (Trade)	0	25	22	-2	EX Intake Range+1m	15420	Katana x1; Shiny Metal x1;
Kiku-ichimonji	30	Shop (Trade)	0	41	40	-2	EX Intake Range+1m	59610	Uchigatana x1; Gulg Steel x1;
Murasame	60	Shop (Trade)	0	34	58	-1	EX Intake Range+1m	132880	Kiku-ichimonji x1; Darksteel Ingot x1; Giant's Dream x5
Kazekiri	90	Shop (Trade)	0	34	63	-1	EX Intake Range+2m	155700	Nodachi x1; Brass Ingot x1; Lion's Hopes x5
Heaven's Cloud	100	Shop (Trade)	0	39	67	-1	EX Intake Range+3m	180320	Murasame x1; Kazekiri x1; Eureka Metal x1
Warblade	30	KP Shop	0	37	36	-2	Uniter(1/4)	200 KP	—
Heike's Blade	60	KP Shop	0	32	54	-1	All Glories Must Fade(1/4)	200 KP	—
Genji Blade	100	Shop (Trade)	0	39	67	-1	Soul of Yamato(1/3)	180320	Heike's Blade x1; Samurai Spirit x1; Giant's Hopes x5
Piggy's Stick	100	Shop (Trade)	0	239	67	-1	BRV Recovery-80%	180320	Capricorn Recipe x1; Tintinnabulum x1; Strategy Guide x1
Lufenian Katana	100	Treasure Chest	0	39	67	-1	Seal of Lufenia(1/3)	—	—
Yasha	30	Labyrinth (Trade)	0	41	40	-2	EX Intake Range+1m	59610	Uchigatana x1; Rage of Conflict x1;
Onimaru	60	Labyrinth (Trade)	0	34	58	-1	EX Intake Range+1m	132880	Kiku-ichimonji x1; Sorrow of Conflict x1; Giant's Dream x5
Suzaku	90	Labyrinth (Trade)	0	34	63	-1	EX Intake Range+2m	155700	Nodachi x1; Delight of Conflict x1; Lion's Hopes x5
Hardwood Katana	100	Original Network Quest	0	39	67	-1	Super Rocket(1/4)	—	—

SPEARS

Characters: Garland, Firion, Cecil, Golbez, Bartz, Cloud, Kain, Gilgamesh, Vaan

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Spear	1	Shop (Gil Only)	-86	0	8	-2	—	1140	—
Javelin	1	Shop (Gil Only)	-122	0	13	-2	—	3780	—
Heavy Lance	1	Shop (Gil Only)	-159	0	17	-2	—	8320	—
Obelisk	30	Shop (Gil Only)	-268	0	31	-2	—	32840	—
Radiant Lance	60	Shop (Gil Only)	-268	0	56	-1	—	130760	—
Mythril Spear	1	Shop (Trade)	-195	0	22	-2	Mystic Mythril (1/3)	14740	Javelin x1; Mythril x1;
Crystal Lance	30	Shop (Trade)	-341	0	40	-2	Blessed Crystal (1/3)	58220	Obelisk x1; Crystal x1; Stalwart's Desire x3
Flame Lance	1	KP Shop	-159	0	17	-2	Wall Rush BRV Damage+20%	60 KP	—
Ice Lance	1	KP Shop	-231	0	26	-2	Wall Rush BRV Damage+20%	200 KP	—
Partisan	30	Shop (Trade)	-341	0	40	-2	Wall Rush BRV Damage+20%	58220	Flame Lance x1; Wererat Claw x1;
Wind Spear	30	Shop (Trade)	-377	0	44	-2	Wall Rush BRV Damage+30%	73640	Scorpion x1; Silver Lobo Claw x1;
Trident	60	Shop (Trade)	-248	0	51	-1	Wall Rush BRV Damage+30%	109920	Crystal Lance x1; Cerberus Fang x1; Knight's Desire x5
Holy Lance	60	Shop (Trade)	-288	0	60	-1	Wall Rush BRV Damage+30%	153400	Trident x1; Kujata Horn x1; Dragoon's Dream x5
Wyvern Lance	90	Shop (Trade)	-288	0	65	-1	Whisper of the Wyrm (1/3)	177840	Partisan x1; Dragon's Tear x1; Dragoon's Hopes x5
Gae Bolg	90	Shop (Trade)	-288	0	65	-1	Wall Rush BRV Damage+40%	177840	Ice Lance x1; Bahamut Horn x1; Liegeman's Hopes x5
Gungnir	100	Shop (Trade)	-328	0	69	-1	Wall Rush BRV Damage+50%	202640	Holy Lance x1; Gae Bolg x1;Shinryu Claw x1
Scorpion	30	Enemy Treasure Chest (Can trade for after acquired)	-268	0	33	-2	Wall Rush BRV Damage+20%	32840	Spear x1; Mithra Tooth x1;
Lufenian Lance	100	Treasure Chest	-328	0	69	-1	Seal of Lufenia(1/3)	—	—
Halberd	1	Labyrinth (Trade)	-231	0	26	-2	Wall Rush BRV Damage+20%	22900	Javelin x1; Sorrow of Conflict x1;
Daedalus Lance	60	Labyrinth (Trade)	-288	0	60	-1	Wall Rush BRV Damage+30%	153400	Trident x1; Sorrow of Conflict x1; Dragoon's Dream x5
Reginleif	90	Labyrinth (Trade)	-288	0	65	-1	Wall Rush BRV Damage+40%	177840	Ice Lance x1; Delight of Conflict x1; Liegeman's Hopes x5
Rhongomiant	100	Labyrinth (Goal)	-328	0	69	-1	King of Tragedy(1/4)	—	—

AXES

Characters: Warrior of Light, Garland, Firion, Cecil, Golbez, Bartz, Jecht, Gabranth, Gilgamesh, Vaan, Chaos

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Axe	1	Shop (Gil Only)	0	-20	8	0	—	1300	—
Light Axe	1	Shop (Gil Only)	0	-28	13	0	—	4400	—
Battle Axe	1	Shop (Gil Only)	0	-36	17	0	—	9300	—
Francisca	30	Shop (Gil Only)	0	-68	35	0	—	47100	—
Mythril Axe	1	Shop (Trade)	0	-44	22	0	Mystic Mythril (1/3)	16100	Light Axe x1; Mythril x2;
Tomahawk	1	Shop (Trade)	0	-36	17	0	Wall Rush HP Damage+5%	9300	Axe x1; Yaschas Massif Gravel x1;
Dwarven Axe	1	Shop (Trade)	0	-52	26	0	Wall Rush HP Damage+5%	24600	Light Axe x1; Basilisk Pebble x1;
Death Sickle	30	Shop (Trade)	0	-60	31	0	Wall Rush HP Damage+5%	34900	Slasher x1; Gargoyle Pebble x1;
Rune Axe	30	Shop (Trade)	0	-84	44	0	Wall Rush HP Damage+10%	76800	Tomahawk x1; Epitaph Stone x1;
Dual Tomahawk	60	Shop (Trade)	0	-70	60	0	Wall Rush HP Damage+10%	158000	Death Sickle x1; Gorgon Eye x1; Phantom's Desire x5
Dual Haken	90	Shop (Trade)	0	-70	65	0	Wall Rush HP Damage+15%	182800	Rune Axe x1; Catoblepas Eye x1; Stalwart's Dream x5
Giant's Axe	90	Shop (Trade)	0	-70	65	0	Pride of the Titans (1/3)	182800	Dwarven Axe x1; Titan's Tear x1;Warrior's Hopes x5
Earthbreaker	100	Shop (Trade)	0	-80	69	0	Wall Rush HP Damage+20%	207600	Dual Tomahawk x1; Dual Haken x1; Sinspawn x1
Slasher	1	Enemy Treasure Chest (Can trade for after acquired)	0	-28	15	0	Wall Rush HP Damage+5%	4400	Axe x1; Figaro Gravel x1;
Lufenian Axe	100	Treasure Chest	0	-80	69	0	Judgment of Lufenia(1/3)	—	—
WereBuster	1	Labyrinth (Trade)	0	-52	26	0	Wall Rush HP Damage+5%	24600	Light Axe x1; Sorrow of Conflict x1;
Destroyer	60	Labyrinth (Trade)	0	-70	60	0	Wall Rush HP Damage+10%	158000	Death Sickle x1; Sorrow of Conflict x1; Phantom's Desire x5
Swanchika	90	Labyrinth (Trade)	0	-70	65	0	Wall Rush HP Damage+15%	182800	Rune Axe x1; Delight of Conflict x1; Stalwart's Hopes x5

RODS

Characters: Firion, The Emperor, Onion Knight, Cloud of Darkness, Golbez, Bartz, Exdeath, Terra, Kefka, Ultimecia, Kuja, Shantotto, Tifa, Yuna, Vaan

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Rod	1	Shop (Gil Only)	85	-20	4	2	—	450	—
Guard Stick	1	Shop (Gil Only)	122	-28	9	2	—	1220	—
Healing Rod	1	Shop (Gil Only)	158	-36	13	2	—	4090	—
Rod of Wisdom	1	Shop (Gil Only)	231	-52	22	2	—	15420	—
Wizard's Rod	30	Shop (Gil Only)	303	-68	31	2	—	33870	—
Mythril Rod	1	Shop (Trade)	194	-44	18	2	Mystic Mythril (1/3)	8810	Guard Rod x1; Mythril x1;
Flame Rod	1	KP Shop	158	-36	13	2	Magic Damage+3%	60 KP	—
Ice Rod	1	KP Shop	231	-52	22	2	Magic Damage+3%	200 KP	—
Faerie Rod	30	Shop (Trade)	267	-60	27	2	Magic Damage+3%	23750	Full Metal Staff x1; Ore x1;
Crown Scepter	30	Shop (Trade)	376	-84	40	2	Magic Damage+5%	59610	Flame Rod x1; Polished Ore x1;
Holy Rod	60	Shop (Trade)	287	-70	58	1	Magic Damage+5%	132880	Ice Rod x1; Carbuncle's Gem x1; Girl's Dream x5
Empyrean Rod	90	Shop (Trade)	287	-70	63	1	Magic Damage+7%	155700	Faerie Rod x1; Occurian Gem x1; Despot's Hopes x5
Stardust Rod	100	Shop (Trade)	327	-80	67	1	Magic Damage+10%	180320	Holy Rod x1; Empyrean Rod x1; Huge Materia x1
Full Metal Staff	1	Enemy Treasure Chest (Can trade for after acquired)	231	-52	22	2	Magic Damage+3%	15420	Rod x1; Glass Beads x1;
Lufenian Rod	100	Treasure Chest	327	-80	67	1	Judgment of Lufenia(1/3)	—	—
Stun Rod	1	Labyrinth (Trade)	231	-52	22	2	Magic Damage+3%	15420	Guard Rod x1; Joy of Conflict x1;
Meister Rod	60	Labyrinth (Trade)	287	-70	58	1	Magic Damage+5%	132880	Ice Rod x1; Sorrow of Conflict x1; Girl's Desire x5
Assault Staff	90	Labyrinth (Trade)	287	-70	63	1	Magic Damage+7%	155700	Faerie Rod x1; Delight of Conflict x1; Despot's Hopes x5

STAVES

Characters: Firion, The Emperor, Onion Knight, Cloud of Darkness, Bartz, Exdeath, Terra, Kefka, Ultimecia, Kuja, Shantotto, Tifa, Yuna, Vaan

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Staff	1	Shop (Gil Only)	0	9	2	0	—	450	—
Oak Staff	1	Shop (Gil Only)	0	13	7	0	—	1220	—
Healing Staff	1	Shop (Gil Only)	0	17	11	0	—	4090	—
Cloud Staff	60	Shop (Gil Only)	0	32	53	0	—	111860	—
Golden Staff	30	Shop (Trade)	0	29	25	0	Glorious Gold (1/3)	23750	Oak Staff x1; Gold x1; Wraith's Desire x3
Flamescepter	1	KP Shop	0	17	11	0	EX Mode Duration+5%	60 KP	—
Elder Staff	1	Shop (Trade)	0	21	16	0	EX Mode Duration+5%	8810	Mage's Staff x1; Alraune Twig x1;
Snowscepter	1	KP Shop	0	25	20	0	EX Mode Duration+5%	200 KP	—
Power Staff	30	Shop (Trade)	0	29	25	0	EX Mode Duration+5%	23750	Flamescepter x1; Rafflesia Vine x1;
Rune Staff	30	Shop (Trade)	0	37	34	0	EX Mode Duration+5%	45880	Healing Staff x1; Rafflesia Vine x1;
Judicer's Staff	30	Shop (Trade)	0	41	38	0	EX Mode Duration+10%	59610	Power Staff x1; Treant Branch x1;
Staff of the Magi	60	Shop (Trade)	0	29	48	0	EX Mode Duration+10%	92640	Rune Staff x1; Macalania Timber x1; Witch's Desire x5
Staff of Light	60	Shop (Trade)	0	34	57	0	EX Mode Duration+10%	132880	Elder Staff x1; Moore Log x1; Girl's Dream x5
Zeus Mace	90	Shop (Trade)	0	34	62	0	EX Mode Duration+15%	155700	Staff of the Magi x1; Elder Log x1; Summoner's Hopes x5
Nirvana	100	Shop (Trade)	0	39	66	0	EX Mode Duration+20%	180320	Staff of Light x1; Zeus Mace x1; Iifa Tree x1
Mage's Staff	1	Enemy Treasure Chest (Can trade for after acquired)	0	17	13	0	EX Mode Duration+5%	4090	Staff x1; Mandragora Twig x1;
Fire Book	100	Public Friend Card, Drop	0	39	66	0	Regen+15%	—	—
Magma Staff	1	Labyrinth (Trade)	0	25	20	0	EX Mode Duration+5%	15420	Oak Staff x1; Joy of Conflict x1;
Magical Mace	30	Labyrinth (Trade)	0	41	38	0	EX Mode Duration+10%	59610	Power Staff x1; Rage of Conflict x1;
Seraphim's Mace	60	Labyrinth (Trade)	0	34	57	0	EX Mode Duration+10%	132880	Elder Staff x1; Sorrow of Conflict x1; Girl's Desire x5
Empress Kharna	90	Labyrinth (Trade)	0	34	62	0	EX Mode Duration+15%	155700	Staff of the Magi x1; Delight of Conflict x1; Summoner's Hopes x5
Lufenian Staff	100	Treasure Chest	0	39	66	0	Seal of Lufenia(1/3)	180320	—

THROWN

Characters: Firion, Onion Knight, Cloud of Darkness, Bartz, Ultimecia, Zidane, Tidus, Jecht, Gilgamesh, Prishe, Vaan

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Juji Shuriken	1	Shop (Gil Only)	0	-18	17	-2	—	8320	—
Boomerang	1	Shop (Gil Only)	0	-22	22	-2	—	14740	—
Pinwheel	1	Shop (Gil Only)	0	-26	26	-2	—	22900	—
Moonring Blade	30	Shop (Gil Only)	0	-34	35	-2	—	44660	—
Chakram	1	Shop (Trade)	0	-26	26	-2	EX Force Absorption+3%	22900	Boomerang x1; Chocobo Powder x1;
Rising Sun	30	Shop (Trade)	0	-42	44	-2	EX Force Absorption+5%	73640	Pinwheel x1; Skull Knight Shard x1;
Fuma Shuriken	60	Shop (Trade)	0	-35	60	-1	EX Force Absorption+5%	153400	Rising Sun x1; Bismarck Spine x1; Vision's Desire x5
Wing Edge	90	Shop (Trade)	0	-35	65	-1	EX Force Absorption+7%	177840	Chakram x1; Syldra Spine x1; Thief's Hopes x5
Cleaver	100	Shop (Trade)	0	-40	69	-1	EX Force Absorption+10%	202640	Fuma Shuriken x1; Wing Edge x1; Omega Skeleton x1
Frying Pan	1	Treasure Chest	0	-22	22	-2	Flavor of Life(1/4)	—	—
Fixed Dice	100	Public Friend Card, Drop	0	-40	69	-1	BRV Boost during Stage Destruction+10%	—	—
Star of Lufenia	100	Treasure Chest	0	-40	69	-1	Seal of Lufenia(1/3)	—	—
Cutlass	30	Labyrinth (Trade)	0	-42	44	-2	EX Force Absorption+5%	73640	Pinwheel x1; Rage of Conflict x1;
Derringer Dirk	60	Labyrinth (Trade)	0	-35	60	-1	EX Force Absorption+5%	153400	Rising Sun x1; Sorrow of Conflict x1; Vision's Dream x5
Delta Dirk	90	Labyrinth (Trade)	0	-35	65	-1	EX Force Absorption+7%	177840	Chakram x1; Delight of Conflict x1; Thief's Hopes x5

GRAPPLING

Characters: Firion, Bartz, Tidus, Jecht, Tifa, Prishe, Vaan, Chaos

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Leather Gloves	1	Shop (Gil Only)	-150	19	4	0	—	400	—
Metal Knuckles	1	Shop (Gil Only)	-278	35	13	0	—	3780	—
Sonic Knuckles	30	Shop (Gil Only)	-468	59	27	0	—	22900	—
Mythril Claw	1	Shop (Trade)	-341	43	18	0	Mystic Mythril (1/3)	8320	Metal Knuckles x1; Mythril x1;
Darksteel Claws	1	Shop (Trade)	-405	51	22	0	Chase BRV Damage+3%	14740	Metal Knuckles x1; Black Flan Membrane x1;
Tigerfangs	30	Shop (Trade)	-659	83	40	0	Chase BRV Damage+5%	58220	Sonic Knuckles x1; Lizardman Skin x1;
Burning Fist	60	Shop (Trade)	-413	54	45	0	Chase BRV Damage+5%	73640	Darksteel Claws x1; Chimera Hide x1; Brawler's Desire x5
Cat Claws	60	Shop (Trade)	-522	69	58	0	Chase BRV Damage+5%	130760	Tigerfangs x1; Behemoth Leather x1; Horror's Dream x5
Inferno Claws	90	Shop (Trade)	-522	69	63	0	Chase BRV Damage+7%	153400	Burning Fist x1; Humbaba Leather x1; Brawler's Hopes x5
Ehrgeiz	100	Shop (Trade)	-595	79	67	0	Chase BRV Damage+10%	177840	Cat Claws x1; Inferno Claws x1; Demonic Black Leather x1
Scarmiglione's Fang	30	Treasure Chest	-596	75	36	0	Elemental Archfiend(1/4)	—	—
Lufenian Claw	100	Treasure Chest	-595	79	67	0	Judgment of Lufenia(1/3)	—	—
Work Glove	1	Labyrinth (Trade)	-405	51	22	0	Chase BRV Damage+3%	14740	Metal Knuckles x1; Joy of Conflict x1;
Hyper Fist	60	Labyrinth (Trade)	-522	69	58	0	Chase BRV Damage+5%	130760	Tigerfangs x1; Sorrow of Conflict x1; Horror's Dream x5
Aura Gloves	90	Labyrinth (Trade)	-522	69	63	0	Chase BRV Damage+7%	153400	Burning Fist x1; Delight of Conflict x1; Brawler's Hopes x5

INSTRUMENTS

Characters: Firion, Bartz, Terra, Kefka, Ultimecia, Prishe

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Gaia Bell	1	Shop (Trade)	0	-26	22	2	EX Core Absorption+5%	13380	Diamond Bell x1; Alraune Twig x1;
Rune Bell	30	Shop (Trade)	0	-42	40	2	EX Core Absorption+10%	55440	Diamond Bell x1; Treant Branch x1;
Madhura Harp	60	Shop (Trade)	0	-28	45	1	EX Core Absorption+10%	70480	Rune Bell x1; Macalania Timber x1; Harlequin's Desire x5
Dream Harp	60	Shop (Trade)	0	-30	49	1	EX Core Absorption+10%	87360	Rune Bell x1; Golmore Timber x1; Harlequin's Dream x5
Lamia Harp	60	Shop (Trade)	0	-35	58	1	EX Core Absorption+10%	126520	Dream Harp x1; Moore Log x1; Liegeman's Dream x5
Apollo's Harp	90	Shop (Trade)	0	-35	63	1	EX Core Absorption+15%	148800	Madhura Harp x1; Elder Log x1; Harlequin's Hopes x5
Loki's Lute	100	Shop (Trade)	0	-40	67	1	EX Core Absorption+20%	172880	Lamia Harp x1; Apollo's Harp x1; Iifa Tree x1
Lufenian Lute	100	Treasure Chest	0	-40	67	1	Seal of Lufenia(1/3)	—	—
Blessed Bell	30	Labyrinth (Trade)	0	-42	40	2	EX Core Absorption+10%	55440	Diamond Bell x1; Rage of Conflict x1;
Tinklebell	60	Labyrinth (Trade)	0	-35	58	1	EX Core Absorption+10%	126520	Dream Harp x1; Sorrow of Conflict x1; Liegeman's Desire x5
Bell of Alexander	90	Labyrinth (Trade)	0	-35	63	1	EX Core Absorption+15%	148800	Madhura Harp x1; Delight of Conflict x1; Harlequin's Hopes x5
Diamond Bell	1	Shop (Gil Only)	0	-26	22	2	—	13380	—

GUNS

Characters: Firion, Bartz, Squall, Gabranth, Laguna, Yuna, Vaan, Lightning

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Tanegashima	1	Shop (Gil Only)	-86	19	4	-2	—	400	—
Altair	1	Shop (Gil Only)	-159	35	13	-2	—	3780	—
Vega	1	Shop (Gil Only)	-231	51	22	-2	—	14740	—
Sirius	30	Shop (Gil Only)	-304	67	31	-2	—	32840	—
Spica	60	Shop (Gil Only)	-248	59	49	-1	—	90880	—
Valiant	1	Shop (Trade)	-159	35	13	-2	Assist Gauge Duration+15%	3780	Tanegashima x1; Fish Scale x1;
Capella	1	Shop (Trade)	-231	51	22	-2	Assist Gauge Duration+15%	14740	Altair x1; Delicious Fish Scale x1;
Betelgeuse	30	Shop (Trade)	-341	75	36	-2	Assist Gauge Duration+15%	44660	Valiant x1; Aged Turtle Shell x1;
Ras Algethi	30	Shop (Trade)	-377	83	40	-2	Assist Gauge Duration+20%	58220	Sirius x1; Ancient Turtle Shell x1;
Aldebaran	60	Shop (Trade)	-228	54	45	-1	Assist Gauge Duration+20%	73640	Capella x1; Scorpion Shell x1; Gunner's Desire x5
Antares	60	Shop (Trade)	-268	64	54	-1	Assist Gauge Duration+20%	109920	Betelgeuse x1; Garchimacera Husk x1; Flash's Dream x5
Arcturus	60	Shop (Trade)	-288	69	58	-1	Assist Gauge Duration+20%	130760	Aldebaran x1; Taharka Husk x1; Sky Pirate's Dream x5
Fomalhaut	90	Shop (Trade)	-288	69	63	-1	Assist Gauge Duration+25%	153400	Antares x1; Tiamat Carapace x1; Gunner's Hopes x5
Death Penalty	100	Shop (Trade)	-328	79	67	-1	Assist Gauge Duration+30%	177840	Arcturus x1; Fomalhaut x1; Eden's Cuirass x1
Silver Rifle	100	Public Friend Card, Drop	-328	79	68	-1	Magic Damage-100%	—	—
Lufenian Gun	100	Treasure Chest	-328	79	67	-1	Judgment of Lufenia(1/3)	—	—
Plasma Gun	1	Labyrinth (Trade)	-231	51	22	-2	Assist Gauge Duration+15%	14740	Altair x1; Joy of Conflict x1;
Mega Cannon	30	Labyrinth (Trade)	-377	83	40	-2	Assist Gauge Duration+20%	58220	Sirius x1; Rage of Conflict x1;
Sharpshooter	90	Labyrinth (Trade)	-288	69	63	-1	Assist Gauge Duration+25%	153400	Antares x1; Delight of Conflict x1; Gunner's Hopes x5

POLES

Characters: Firion, The Emperor, Cloud of Darkness, Bartz, Kefka, Zidane, Kuja, Shantotto, Tifa, Yuna, Prishe, Vaan

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Oaken Pole	1	Shop (Gil Only)	-86	19	2	0	—	450	—
Iron Pole	1	Shop (Gil Only)	-159	35	11	0	—	4090	—
Battle Bamboo	30	Shop (Gil Only)	-268	59	25	0	—	23750	—
Gokuu Pole	60	Shop (Gil Only)	-248	59	48	0	—	92640	—
Cypress Pole	1	Shop (Trade)	-86	19	2	0	Initial Assist Gauge+15%	450	Oaken Pole x1; Mu Fur x1;
Six-fluted Pole	1	Shop (Trade)	-231	51	20	0	Initial Assist Gauge+15%	15420	Cypress Pole x1; Moogle Fur x1;
Musk Stick	30	Shop (Trade)	-268	59	25	0	Initial Assist Gauge+15%	23750	Oaken Pole x1; Cockatrice Feather x1;
Zephyr Pole	30	Shop (Trade)	-341	75	34	0	Initial Assist Gauge+15%	45880	Iron Pole x1; Zu Feather x1;
Iron Fan	30	Shop (Trade)	-377	83	38	0	Initial Assist Gauge+20%	59610	Musk Stick x1; Zu Feather x1;
Ivory Pole	60	Shop (Trade)	-248	59	48	0	Initial Assist Gauge+20%	92640	Zephyr Pole x1; Queen Lamia's Locks x1; Thief's Desire x5
Eight-fluted Pole	60	Shop (Trade)	-288	69	57	0	Initial Assist Gauge+20%	132880	Six-fluted Pole x1; Ixion's Mane x1; Vision's Dream x5
Dragon's Tail	60	Shop (Trade)	-288	69	57	0	Whisper of the Wyrm (1/3)	132880	Battle Bamboo x1; Dragon's Tear x1; Thief's Dream x5
Mjollnir	90	Shop (Trade)	-288	69	62	0	Initial Assist Gauge+30%	155700	Ivory Pole x1; Sleipnir's Mane x1; Lion's Hopes x5
Supreme Pole	100	Shop (Trade)	-328	79	66	0	Initial Assist Gauge+40%	180320	Eight-fluted Pole x1; Mjollnir x1; Kluya's Beard x1
Lufenian Pole	100	Treasure Chest	-328	79	66	0	Seal of Lufenia(1/3)	—	—
Triple Staff	30	Labyrinth (Trade)	-377	83	38	0	Initial Assist Gauge+20%	59610	Musk Stick x1; Rage of Conflict x1;
Battle Pole	60	Labyrinth (Trade)	-288	69	57	0	Initial Assist Gauge+20%	132880	Six-fluted Pole x1; Sorrow of Conflict x1; Soldier's Desire x5
Berzerker's Staff	90	Labyrinth (Trade)	-288	69	62	0	Initial Assist Gauge+30%	155700	Ivory Pole x1; Delight of Conflict x1; Witch's Hopes x5

MACHINES

Characters: "Use Machines" must be learned and equipped.

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Air Anchor	100	Shop (Trade)	-595	79	67	0	Accessory Breakability+5%; Wall Rush BRV Damage+30%	182800	Mallet x5; Gear Collection x2; Gunner's Hopes x5
Chainsaw	100	Shop (Trade)	-595	79	0	73	Accessory Breakability+5%; Wall Rush HP Damage+20%	182800	Mallet x5; Gear Collection x2; Gunner's Dream x5
Drill	100	Shop (Trade)	-595	409	0	0	Accessory Breakability+5%; Chase BRV Damage+30%	91400	Mallet x3; Gear Collection x1; Gunner's Desire x5
Auto Crossbow	100	Shop (Trade)	2378	79	0	0	Accessory Breakability+5%; Physical Damage+15%	137100	Mallet x3; Gear Collection x1; Gunner's Hopes x5

COSMOS-SIDE EXCLUSIVES

WARRIOR OF LIGHT

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Flame Sword	30	Shop (Trade)	0	0	40	0	Defense+5%	61000	Rapier x1; Scarletite x1; Hero's Desire x5
Braveheart	90	Shop (Trade)	0	0	63	0	Defense+7%	158000	Flame Sword x1; Electrum x1; Hero's Dream x5
Barbarian's Sword	100	Shop (Trade)	0	0	68	0	Defense+10%; Slight Counterattack effect	182800	Braveheart x1; Guiding Light x1; Hero's Hopes x5

FIRION

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Rebellion Army	30	Shop (Trade)	-377	0	44	-2	Extra HP to BRV	61000	Obelisk x1; Scarletite x1; Liegeman's Desire x5
Longinus	90	Shop (Trade)	-288	0	65	-1	Extra HP to BRV	158000	Rebellion Army x1; Electrum x1; Liegeman's Dream x5
Wild Rose	100	Shop (Trade)	-328	0	70	-1	Extra HP to BRV; Slight Counterattack effect	182800	Longinus x1; The Youth's Dream x1; Liegeman's Hopes x5

ONION KNIGHT

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Tyrfing	30	Shop (Trade)	0	0	40	0	Damage+5%	61000	Rapier x1; Scarletite x1; Youth's Desire x5
Royal Sword	90	Shop (Trade)	0	0	63	0	Damage+7%	158000	Tyrfing x1; Electrum x1; Youth's Dream x5
Onion Sword	100	Shop (Trade)	0	0	68	0	Damage+10%; Slight Sneak Attack effect	182800	Royal Sword x1; Onion x1; Youth's Hopes x5

CECIL

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Dark Sword	1	FF4 Chest (Can drop from auto-select)	0	0	20	0	Dark Force (1/3)	9300	Broadsword x1; Rusted Metal x1; Knight's Desire x3
Mythgraven Blade	30	Shop (Trade)	0	0	42	-2	DEF+1 when Paladin	61000	Dark Sword x1; Scarletite x1; Knight's Desire x2
Lustrous Sword	90	Shop (Trade)	0	0	64	-1	DEF+1 when Paladin	158000	Mythgraven Blade x1; Electrum x1; Knight's Dream x5
Lightbringer	100	Shop (Trade)	0	0	69	-1	DEF+1 when Paladin; Slight Sneak Attack effect	182800	Lustrous Sword x1; Twin Form x1; Knight's Hopes x5
Cimmerian Edge	100	Shop (Trade)	0	0	69	-1	ATK+1 when Dark Knight; Slight Counterattack effect	182800	Lustrous Sword x1; Twin Form x1; Knight's Hopes x5

BARTZ

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Chocoblade	30	Shop (Trade)	0	0	40	0	Regen+10%	61000	Rapier x1; Scarletite x1; Wanderer's Desire x5
Dayspring	90	Shop (Trade)	0	0	63	0	Regen+15%	158000	Chocoblade x1; Electrum x1; Wanderer's Dream x5
Dorgann's Blade	100	Shop (Trade)	0	0	68	0	Regen+20%; Cat Nip effect	182800	Dayspring x1; Splendor of the Wind x1; Wanderer's Hopes x5

TERRA

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Chain Flail	30	Shop (Trade)	0	41	38	0	Physical Defense+10%	61000	Healing Staff x1; Scarletite x1; Girl's Desire x5
Morning Star	90	Shop (Trade)	0	34	62	0	Physical Defense+15%	158000	Chain Flail x1; Electrum x1; Girl's Dream x5
Maduin's Horn	100	Shop (Trade)	0	39	67	0	Physical Defense+20%; Slight Counterattack effect	182800	Morning Star x1; Veiled Magic x1; Girl's Hopes x5

CLOUD

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Buster Sword	1	FF7 Chest (Can drop from auto-select)	0	0	22	-2	—	9300	Longsword x1; Figaro Gravel x1; Soldier's Desire x5
Force Stealer	30	Shop (Trade)	0	0	42	-2	Wall Rush HP Damage+10%	61000	Buster Sword x1; Scarletite x1; Soldier's Desire x5
Butterfly Edge	90	Shop (Trade)	0	0	64	-1	Wall Rush HP Damage+15%	158000	Force Stealer x1; Electrum x1; Soldier's Dream x5
Fenrir	100	Shop (Trade)	0	0	69	-1	Wall Rush HP Damage+20%; Slight Sneak Attack effect	182800	Butterfly Edge x1; True Past x1; Soldier's Hopes x5

SQUALL

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Revolver	1	FF8 Chest (Can drop from auto-select)	0	0	22	0	—	16100	Altair x1; Fish Scale x1; Lion's Desire x3
Twin Lance	30	Shop (Trade)	0	0	40	0	EX Core Absorption+15%	61000	Revolver x1; Scarletite x1; Lion's Desire x5
Punishment	90	Shop (Trade)	0	0	63	0	EX Core Absorption+20%	158000	Twin Lance x1; Electrum x1; Lion's Dream x5
Lionheart	100	Shop (Trade)	0	0	68	0	EX Core Absorption+30%; Slight Sneak Attack effect	182800	Punishment x1; Unshelled Bullet x1; Lion's Hopes x5

ZIDANE

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Sargatanas	30	Shop (Trade)	0	0	38	2	BRV Boost on Dodge+2%	61000	Pinwheel x1; Scarletite x1; Thief's Desire x5
The Tower	90	Shop (Trade)	0	0	62	1	BRV Boost on Dodge+5%	158000	Sargatanas x1; Electrum x1; Thief's Dream x5
Ozma's Splinter	100	Shop (Trade)	0	0	67	1	BRV Boost on Dodge+8%; Slight Sneak Attack effect	182800	The Tower x1; Theater Ticket x1; Thief's Hopes x5

TIDUS

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Official Ball	1	FF10 Chest (Can drop from auto-select)	0	-22	24	-2	—	9300	Juji Shuriken x1; Chocobo Chick Powder x1; Vision's Desire x5
Striker	30	Shop (Trade)	0	-42	44	-2	BRV Boost on Dodge+2%	61000	Official Ball x1; Scarletite x1; Vision's Desire x5
Grand Slam	90	Shop (Trade)	0	-35	65	-1	BRV Boost on Dodge+5%	158000	Striker x1; Electrum x1; Vision's Dream x5
World Champion	100	Shop (Trade)	0	-40	70	-1	BRV Boost on Dodge+8%; Cat Nip effect	182800	Grand Slam x1; Fayth's Dream x1; Vision's Hopes x5

SHANTOTTO

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Jupiter's Staff	30	Shop (Trade)	0	41	38	0	Initial BRV+20%	61000	Healing Staff x1; Scarletite x1; Lady's Desire x5
Laevateinn	90	Shop (Trade)	0	34	62	0	Initial BRV+30%	158000	Jupiter's Staff x1; Electrum x1; Lady's Dream x5
Claustrum	100	Shop (Trade)	0	39	67	0	Initial BRV+40%; Cat Nip effect	182800	Laevateinn x1; Boiling Blood x1; Lady's Hopes x5

KAIN

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Black Dragon Spear	1	Treasure Chest (Can trade for after acquired)	-195	0	22	-2	—	9300	Spear x1; Mithra Tooth x1; Knight's Desire x5
Holy Dragon Spear	30	Shop (Trade)	-377	0	44	-2	Assist Gauge Duration+10%	61000	Black Dragon Spear x1; Scarletite x1; Dragoon's Desire x5
Abel's Lance	90	Shop (Trade)	-288	0	65	-1	Assist Gauge Duration+20%	158000	Holy Dragon Spear x1; Electrum x1; Dragoon's Dream x5
Highwind	100	Shop (Trade)	-328	0	69	-1	Assist Gauge Duration+30%; Back to the Wall effect	182800	Abel's Lance x1; Price of Treachery x1; Dragoon's Hopes x5

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Godhand	30	Shop (Trade)	-659	83	40	0	Damage+5%	61000	Sonic Knuckles x1; Scarletite x1; Brawler's Desire x5
Premium Heart	90	Shop (Trade)	-522	69	63	0	Damage+7%	158000	Godhand x1; Electrum x1; Brawler's Dream x5
Seventh Heaven	100	Shop (Trade)	-595	79	68	0	Damage+10%; Slight Sneak Attack effect	182800	Premium Heart x1; Stretch Boxers x1; Brawler's Hopes x5

LAGUNA

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Machine Gun	30	Shop (Trade)	-377	83	40	-2	Physical Defense+10%	61000	Vega x1; Scarletite x1; Gunner's Desire x5
High-Power Machine Gun	90	Shop (Trade)	-288	69	63	-1	Physical Defense+15%	158000	Machine Gun x1; Electrum x1; Gunner's Dream x5
Ragnarok Pistol	100	Shop (Trade)	-328	79	68	-1	Physical Defense+20%; Slight Sneak Attack effect	182800	High-Power Machine Gun x1; Toe Jam Tragedy x1; Gunner's Hopes x5

YUNA

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Yevon's Will	30	Shop (Trade)	0	41	38	0	EX Intake Range+1m	61000	Healing Staff x1; Scarletite x1; Summoner's Desire x5
Yunalesca's Staff	90	Shop (Trade)	0	34	62	0	EX Intake Range+2m	158000	Yevon's Will x1; Electrum x1; Summoner's Dream x5
Spira's Hope	100	Shop (Trade)	0	39	67	0	EX Intake Range+3m; Cat Nip effect	182800	Yunalesca's Staff x1; Braska's Sphere x1; Summoner's Hopes x5

PRISHE

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Koenigs Knuckles	30	Shop (Trade)	-659	83	40	0	Assist Gauge Duration+10%	61000	Sonic Knuckles x1; Scarletite x1; Horror's Desire x5
Spharai	90	Shop (Trade)	-522	69	63	0	Assist Gauge Duration+20%	158000	Koenigs Knuckles x1; Electrum x1; Horror's Dream x5
Glanzfaust	100	Shop (Trade)	-595	79	68	0	Assist Gauge Duration+30%; Slight Counterattack effect	182800	Spharai x1; Tarragoner x1; Horror's Hopes x5

VAAN

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Reks's Blade	30	Shop (Trade)	0	0	40	0	EX Core Absorption+15%	61000	Vega x1; Scarletite x1; Sky Pirate's Desire x5
Sword of Kings	90	Shop (Trade)	0	0	63	0	EX Core Absorption+20%	158000	Reks's Blade x1; Electrum x1; Sky Pirate's Dream x5
Zodiac Blade	100	Shop (Trade)	0	0	68	0	EX Core Absorption+30%; Riposte effect	182800	Sword of Kings x1; Galbana Lilies x1; Sky Pirate's Hopes x5

LIGHTNING

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Blazefire Saber	1	Treasure Chest (Can trade for after acquired)	0	0	11	0	—	1300	Broadsword x1; Rusted Metal x1; Flash's Desire x5
Flamberge	30	Shop (Trade)	0	0	40	0	Defense+5%	61000	Blazefire Saber x1; Scarletite x1; Flash's Desire x5
Omega Weapon	90	Shop (Trade)	0	0	63	0	Defense+7%	158000	Flamberge x1; Electrum x1; Flash's Dream x5
Zantetsuken	100	Shop (Trade)	0	0	67	0	Defense+10%; Riposte effect	182800	Omega Weapon x1; Survival Knife x1; Flash's Hopes x5
Axis Blade	1	Shop (Trade)/Limited Edition	0	0	7	0	—	500	Broadsword x1; Midgar Flower x1; Flash's Desire x3
Enkindler	30	Shop (Trade)/Limited Edition	0	0	41	-1	Defense+5%	61000	Axis Blade x1; Scarletite x1; Flash's Desire x5
Barrage Blade	90	Shop (Trade)/Limited Edition	0	0	64	-1	Defense+7%	158000	Enkindler x1; Electrum x1; Flash's Dream x5
Odin Blade	100	Shop (Trade)/Limited Edition	0	0	68	0	Free Air Dash Boost; Back to the Wall effect	182800	Barrage Blade x1; Survival Knife x1; Flash's Hopes x5

CHAOS-SIDE EXCLUSIVES

GARLAND

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Ogrekiller	30	Shop (Trade)	0	-84	44	0	EX Force Absorption+5%	61000	Claymore x1; Scarletite x1; Stalwart's Desire x5
Viking Axe	90	Shop (Trade)	0	-70	65	0	EX Force Absorption+7%	158000	Ogrekiller x1; Electrum x1; Stalwart's Dream x5
Gigant Axe	100	Shop (Trade)	0	-80	70	0	EX Force Absorption+10%; Slight Anti-EX effect	182800	Viking Axe x1; Wheel of Darkness x1; Stalwart's Hopes x5

THE EMPEROR

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Diamond Mace	30	Shop (Trade)	376	-84	40	2	EX Intake Range+1m	61000	Obelisk x1; Scarletite x1; Despot's Desire x5
Demon's Rod	90	Shop (Trade)	287	-70	63	1	EX Intake Range+2m	158000	Diamond Mace x1; Electrum x1; Despot's Dream x5
Mateus's Malice	100	Shop (Trade)	327	-80	68	1	EX Intake Range+3m; Slight Anti-EX effect	182800	Demon's Rod x1; Lust for Power x1; Despot's Hopes x5

CLOUD OF DARKNESS

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Calcite Staff	30	Shop (Trade)	0	41	38	0	BRV Recovery+50%	61000	Healing Staff x1; Scarletite x1; Wraith's Desire x5
Bizarre Staff	90	Shop (Trade)	0	34	62	0	BRV Recovery+75%	158000	Calcite Staff x1; Electrum x1; Wraith's Dream x5
Everdark	100	Shop (Trade)	0	39	67	0	BRV Recovery+100%; Slight Anti-EX effect	182800	Bizarre Staff x1; Roaming Clouds x1; Wraith's Hopes x5

GOLBEZ

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Lilith Rod	30	Shop (Trade)	376	-84	40	2	Damage+5%	61000	Wizard's Rod x1; Scarletite x1; Warlock's Desire x2
Asura's Rod	90	Shop (Trade)	287	-70	63	1	Damage+7%	158000	Lilith Rod x1; Electrum x1; Warlock's Dream x5
Zeromus Shard	100	Shop (Trade)	327	-80	68	1	Damage+10%; Back to the Wall effect	182800	Asura's Rod x1; Lone Heart x1; Warlock's Hopes x5

EXDEATH

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Ghido's Blade	30	Shop (Trade)	0	41	38	0	BRV Boost on Block+3%	61000	Healing Staff x1; Scarletite x1; Tree's Desire x5
Moore Branch	90	Shop (Trade)	0	34	62	0	BRV Boost on Block+7%	158000	Ghido's Blade x1; Electrum x1; Tree's Dream x5
Enuo's Scourge	100	Shop (Trade)	0	39	67	0	BRV Boost on Block+10%; Riposte effect	182800	Moore Branch x1; Power of the Void x1; Tree's Hopes x5

KEFKA

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Lamia's Flute	30	Shop (Trade)	0	-42	40	2	Initial EX Force+10%	61000	Diamond Bell x1; Scarletite x1; Harlequin's Desire x5
Nephilim Flute	90	Shop (Trade)	0	-35	63	1	Initial EX Force+15%	158000	Lamia's Flute x1; Electrum x1; Harlequin's Dream x5
Dancing Mad	100	Shop (Trade)	0	-40	68	1	Initial EX Force+20%; Back to the Wall effect	182800	Nephilim Flute x1; Fanatic's Leer x1; Harlequin's Hopes x3

SEPHIROTH

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Masamune Blade	30	Shop (Trade)	0	41	40	-2	Damage+5%	61000	Claymore x1; Scarletite x1; Champion's Desire x5
Masamune	90	Shop (Trade)	0	34	63	-1	Damage+7%	158000	Masamune Blade x1; Electrum x1; Champion's Dream x5
One-Winged Angel	100	Shop (Trade)	0	39	68	-1	Damage+10%; Slight Anti-EX effect	182800	Masamune x1; Life of the Planet x1; Champion's Hopes x5

ULTIMECIA

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Valkyrie	30	Shop (Trade)	376	-84	40	2	EX Force Absorption+3%	61000	Pinwheel x1; Scarletite x1; Witch's Desire x5
Cardinal	90	Shop (Trade)	287	-70	63	1	EX Force Absorption+5%	158000	Valkyrie x1; Electrum x1; Witch's Dream x5
Shooting Star	100	Shop (Trade)	327	-80	68	1	EX Force Absorption+10%; Back to the Wall effect	182800	Cardinal x1; Gears of Time x1; Witch's Hopes x5

KUJA

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Punisher	30	Shop (Trade)	376	-84	40	2	EX Force Absorption+3%	61000	Wizard's Rod x1; Scarletite x1; Reaper's Desire x5
Whale Whisker	90	Shop (Trade)	287	-70	63	1	EX Force Absorption+5%	158000	Punisher x1; Electrum x1; Reaper's Dream x5
Terra's Legacy	100	Shop (Trade)	327	-80	68	1	EX Force Absorption+10%; Back to the Wall effect	182800	Whale Whisker x1; God of Destruction x1; Reaper's Hopes x5

JECHT

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Kaiser Knuckles	30	Shop (Trade)	-659	83	40	0	Wall Rush BRV Damage+30%	61000	Sonic Knuckles x1; Scarletite x1; Phantom's Desire x5
Sin's Talon	90	Shop (Trade)	-522	69	63	0	Wall Rush BRV Damage+40%	158000	Kaiser Knuckles x1; Electrum x1; Phantom's Dream x5
Sin's Fang	100	Shop (Trade)	-595	79	68	0	Wall Rush BRV Damage+50%; Slight Sneak Attack effect	182800	Sin's Talon x1; Medal of Honor x1; Phantom's Hopes x5

GABRANTH

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Demonsbane	30	Shop (Trade)	0	0	40	0	EX Mode Duration+10%	61000	Rapier x1; Scarletite x1;Warrior's Desire x5
Deathbringer	90	Shop (Trade)	0	0	63	0	EX Mode Duration+15%	158000	Demonsbane x1; Electrum x1;Warrior's Dream x5
Chaos Blade	100	Shop (Trade)	0	0	68	0	EX Mode Duration+20%; Slight Counterattack effect	182800	Deathbringer x1; Gates of Judgment x1;Warrior's Hopes x5
Highway Star	100	Shop (Trade)	0	0	1	72	EX Force Absorption+10%	182800	Deathbringer x1; Gates of Judgment x1;Warrior's Hopes x5

GILGAMESH

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Osafune	30	Shop (Trade)	0	41	40	-2	EX Force Absorption+3%	61000	Uchigatana x1; Scarletite x1; Giant's Desire x5
Kotetsu	90	Shop (Trade)	0	34	63	-1	EX Force Absorption+5%	158000	Osafune x1; Electrum x1; Giant's Dream x5
Yoshiyuki	100	Shop (Trade)	0	39	68	-1	EX Force Absorption+10%; Riposte effect	182800	Kotetsu x1; Enkidu Feather x1; Giant's Hopes x5

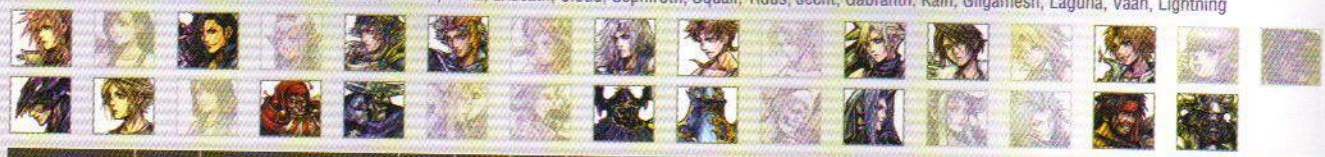
FERAL CHAOS

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Talons of Despair	30	Treasure Chest (Can trade for after acquired)	0	0	40	0	—	61000	Broadsword x1; Utter Chaos's Desire x2; Utter Chaos's Dream x2
Endless Oblivion	100	Shop (Trade)	0	0	67	0	Rise of Discord(1/4)	182800	Talons of Despair x1; Tome of Adventure x1; Utter Chaos's Hopes x5

ARMOR - GLOVES

SHIELDS

Characters: Warrior of Light, Garland, Firion, Cecil, Golbez, Bartz, Exdeath, Cloud, Sephiroth, Squall, Tidus, Jecht, Gabranth, Kain, Gilgamesh, Laguna, Vaan, Lightning



NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Buckler	1	Shop (Gil Only)	0	0	0	3	—	450	—
Iron Shield	1	Shop (Gil Only)	0	0	0	8	—	1220	—
Knight's Shield	1	Shop (Gil Only)	0	0	0	12	—	4090	—
Faerie Shield	1	Shop (Gil Only)	0	0	0	21	—	15420	—
Force Shield	30	Shop (Gil Only)	0	0	0	29	—	33870	—
Mythril Shield	1	Shop (Trade)	0	0	0	16	Mystic Mythril (1/3)	8810	Iron Shield x1; Mythril x2;
Golden Shield	30	Shop (Trade)	0	0	0	25	Glorious Gold (1/3)	23750	Knight's Shield x1; Gold x2; Soldier's Desire x3
Crystal Shield	30	Shop (Trade)	0	0	0	33	Blessed Crystal (1/3)	45880	Faerie Shield x1; Crystal x2; Warlock's Desire x3
Diamond Shield	60	Shop (Trade)	0	0	0	43	Dazzling Diamond(1/3)	75220	Force Shield x1; Diamond x2; Vision's Dream x3
Adamant Shield	100	Shop (Trade)	0	0	0	73	Adamant Chains (1/3)	180320	Diamond Shield x1; Adamantite x1; Tree's Hopes x5
Flame Shield	1	KP Shop	0	0	0	12	Wall Rush HP Defense+5%	60 KP	—
Ice Shield	1	KP Shop	0	0	0	21	Wall Rush HP Defense+5%	200 KP	—
Demon Shield	30	Shop (Trade)	0	0	0	39	Wall Rush HP Defense+10%	59610	Shell Shield x1; Ancient Turtle Shell x1;
Lustrous Shield	60	Shop (Trade)	0	0	0	50	Wall Rush HP Defense+10%	92640	Force Shield x1; Garchimacera Husk x1; Lion's Desire x3
Thunder Shield	60	Shop (Trade)	0	0	0	61	Wall Rush HP Defense+10%	132880	Lustrous Shield x1; Taharka Husk x1; Flash's Dream x5
Dragon Shield	60	Shop (Trade)	0	0	0	61	Whisper of the Wyrm (1/3)	132880	Ice Shield x1; Dragon's Tear x1; Warlock's Hopes x5
Master Shield	90	Shop (Trade)	0	0	0	67	Wall Rush HP Defense+15%	155700	Ice Shield x1; Tiamat Carapace x1; Knight's Hopes x5
Shell Shield	1	Enemy Treasure Chest (Can trade for after acquired)	0	0	0	19	Wall Rush HP Defense+5%	8810	Buckler x1; Fish Scale x1;
Hero's Shield	100	Shop (Trade)	0	0	0	73	Wall Rush HP Defense+20%	180320	Thunder Shield x1; Master Shield x1; Eden's Cuirass x1
Heike's Shield	60	KP Shop	0	0	0	54	All Glories Must Fade(1/4)	200 KP	—
Genji Shield	100	Shop (Trade)	0	0	0	73	Soul of Yamato(1/3)	180320	Heike's Shield x1; Samurai Spirit x1; Giant's Dream x5
Ensanguined Shield	100	Shop (Trade)	0	0	0	73	Initial HP-95%; Initial BRV-100%	180320	Taurus Recipe x1; Wyvern Egg x1; Snowboard x1
Lufenian Shield	100	Treasure Chest	0	0	0	73	Judgment of Lufenia(1/3)	—	—
Spiked Shield	1	Labyrinth (Trade)	0	0	0	21	Wall Rush HP Defense+5%	15420	Iron Shield x1; Joy of Conflict x1;
Sentinel Shield	30	Labyrinth (Trade)	0	0	0	39	Wall Rush HP Defense+10%	59610	Shell Shield x1; Rage of Conflict x1;
Cimmerian Shield	60	Labyrinth (Trade)	0	0	0	61	Wall Rush HP Defense+10%	132880	Lustrous Shield x1; Sorrow of Conflict x1; Flash's Hopes x5
Impervious Shield	90	Labyrinth (Trade)	0	0	0	67	Wall Rush HP Defense+15%	155700	Ice Shield x1; Delight of Conflict x1; Knight's Hopes x5
Prytwen	100	Labyrinth (Goal)	0	0	0	73	King of Tragedy(1/4)	—	—
Reaper's Shield	1	Labyrinth (Goal)	0	0	0	3	Final Strike(1/4)	—	—
Sanguine Shield	100	Labyrinth (Goal)	0	0	0	73	Succubus's Soul(1/4)	—	—
Cracked Shield	1	Cannot Acquire	0	0	0	-8	—	—	—

PARRYING

Characters: Firion, Onion Knight, Bartz, Zidane, Gilgamesh, Tifa, Prishe, Vaan, Lightning

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Kunai	1	Shop (Gil Only)	0	0	2	1	—	400	—
Wakizashi	1	Shop (Gil Only)	0	0	2	6	—	1140	—
Kodachi	1	Shop (Gil Only)	0	0	2	14	—	8320	—
Shinobi-Gatana	30	Shop (Gil Only)	0	0	2	23	—	22900	—
Sakura	1	Shop (Trade)	0	0	2	19	BRV Boost on Block+2%	14740	Kodachi x1; Chocobo Powder x1;
Sasuke	30	Shop (Trade)	0	0	2	36	BRV Boost on Block+3%	58220	Shinobi-Gatana x1; Skull Knight Shard x1;
Kagenui	60	Shop (Trade)	0	0	1	60	BRV Boost on Block+3%	130760	Sasuke x1; Bismarck Spine x1; Wanderer's Dream x5
Mimizuku	90	Shop (Trade)	0	0	1	66	BRV Boost on Block+4%	153400	Sakura x1; Syldra Spine x1; Youth's Hopes x5
Blurry Moon	100	Shop (Trade)	0	0	1	72	BRV Boost on Block+5%	177840	Kagenui x1; Mimizuku x1; Omega Skeleton x1
Lufenian Dirk	100	Treasure Chest	0	0	1	72	Seal of Lufenia(1/3)	177840	—
Raven	1	Labyrinth (Trade)	0	0	2	19	BRV Boost on Block+2%	14740	Kodachi x1; Joy of Conflict x1;
Izayoi	60	Labyrinth (Trade)	0	0	1	60	BRV Boost on Block+3%	130760	Sasuke x1; Sorrow of Conflict x1; Wanderer's Dream x5
Shiranui	90	Labyrinth (Trade)	0	0	1	66	BRV Boost on Block+4%	153400	Sakura x1; Delight of Conflict x1; Youth's Hopes x5

BANGLES

Characters: Firion, The Emperor, Onion Knight, Cloud of Darkness, Bartz, Terra, Kefka, Cloud, Squall, Ultimecia, Zidane, Kuja, Tidus, Jecht, Shantotto, Tifa, Laguna, Yuna, Prishe, Vaan, Lightning

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Bronze Bangle	1	Shop (Gil Only)	85	0	0	1	—	500	—
Power Armlet	1	Shop (Gil Only)	122	0	0	6	—	1300	—
Silver Bangles	1	Shop (Gil Only)	158	0	0	10	—	4400	—
Hyper Wrist	1	Shop (Gil Only)	231	0	0	18	—	16100	—
Precious Watch	30	Shop (Gil Only)	303	0	0	27	—	34900	—
Mythril Bangle	1	Shop (Trade)	194	0	0	14	Mystic Mythril (1/3)	9300	Power Armlet x1; Mythril x1;
Gold Bangle	30	Shop (Trade)	267	0	0	23	Glorious Gold (1/3)	24600	Silver Bangles x1; Gold x1; Despot's Desire x3
Crystal Bangle	30	Shop (Trade)	340	0	0	31	Blessed Crystal (1/3)	47100	Hyper Wrist x1; Crystal x1; Girl's Desire x3
Diamond Cuff	60	Shop (Trade)	227	0	0	42	Dazzling Diamond(1/3)	76800	Precious Watch x1; Diamond x1; Harlequin's Dream x3
Chocobracelet	1	Shop (Trade)	231	0	0	19	Regen+5%	16100	Silver Bangles x1; Oerba Beads x1;
Rune Armlet	30	Shop (Trade)	376	0	0	36	Regen+10%	61000	Hyper Wrist x1; Polished Ore x1;
Imperial Guard	60	Shop (Trade)	247	0	0	49	Regen+10%	94400	Precious Watch x1; Floating Continent Jem x1; Wraith's Desire x3
Protective Armlet	60	Shop (Trade)	287	0	0	60	Regen+10%	135000	Imperial Guard x1; Carbuncle's Gem x1; Girl's Dream x5
Dragon Armlet	60	Shop (Trade)	287	0	0	60	Whisper of the Wyrm (1/3)	135000	Rune Armlet x1; Dragon's Tear x1; Witch's Dream x5
Mystile	90	Shop (Trade)	287	0	0	65	Regen+15%	158000	Dragon Armlet x1; Occurian Gem x1; Wraith's Hopes x5
Seydlitz	100	Shop (Trade)	327	0	0	72	Regen+20%	182800	Protective Armlet x1; Mystile x1; Huge Materia x1
Kitchen Timer	1	Treasure Chest	194	0	0	14	Flavor of Life(1/4)	—	—
Blue Moon	100	KP Shop	327	0	0	72	Snowpetal(1/3)	300 KP	—
Barbariccia's Wristlet	30	Treasure Chest	340	0	0	31	Elemental Archfiend(1/4)	—	—
Lufenian Bangle	100	Treasure Chest	327	0	0	72	Seal of Lufenia(1/3)	—	—
Metal Armguard	1	Labyrinth (Trade)	231	0	0	19	Regen+5%	16100	Silver Bangles x1; Joy of Conflict x1;
Harmonia Armlet	30	Labyrinth (Trade)	376	0	0	37	Regen+10%	61000	Hyper Wrist x1; Rage of Conflict x1;
Entite Bangle	60	Labyrinth (Trade)	287	0	0	60	Regen+10%	135000	Imperial Guard x1; Sorrow of Conflict x1; Youth's Desire x5
Wonder Bangle	90	Labyrinth (Trade)	287	0	0	66	Regen+15%	158000	Dragon Armlet x1; Delight of Conflict x1; Wraith's Hopes x5
Skull Wristlet	30	Treasure Chest	340	0	0	32	Force of the Resolute(1/4)	—	—

GAUNTLETS

Characters: Warrior of Light, Garland, Onion Knight, Cecil, Golbez, Bartz, Exdeath, Sephiroth, Zidane, Gabranth, Kain, Gilgamesh, Tifa, Prishe, Lightning, Chaos

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Hide Armlet	1	Shop (Gil Only)	0	9	0	1	—	450	—
Iron Armlet	1	Shop (Gil Only)	0	13	0	6	—	1220	—
Gauntlets	1	Shop (Gil Only)	0	21	0	14	—	8810	—
Gold Armlet	30	Shop (Trade)	0	29	0	23	Glorious Gold (1/3)	23750	Gauntlets x1; Gold x1; Hero's Desire x3
Battle Gloves	1	Shop (Trade)	0	25	0	19	Magic Counter Strength+20%	15420	Gauntlets x1; Flan Membrane x1;
Demon Gloves	30	Shop (Trade)	0	41	0	36	Magic Counter Strength+30%	59610	Gauntlets x1; Sahagin Skin x1;
Thief Gloves	60	Shop (Trade)	0	32	0	54	Item Drop Rate x1.2	111860	Demon Gloves x1; Coeurl Hide x1; Horror's Desire x5
Hades Gloves	60	Shop (Trade)	0	34	0	60	Magic Counter Strength+30%	132880	Thief Gloves x1; Behemoth Leather x1; Brawler's Dream x5
Dragon Gloves	60	Shop (Trade)	0	34	0	60	Whisper of the Wyrm (1/3)	132880	Gold Armlet x1; Dragon's Tear x1; Giant's Dream x5
Bracer	90	Shop (Trade)	0	34	0	66	Magic Counter Strength+40%	155700	Dragon Gloves x1; Humbaba Leather x1; Horror's Hopes x5
Giant's Gloves	90	Shop (Trade)	0	34	0	66	Pride of the Titans (1/3)	155700	Battle Gloves x1; Titan's Tear x1; Phantom's Hopes x5
Borghertz's Hands	100	Shop (Trade)	0	39	0	72	Magic Counter Strength+50%	180320	Hades Gloves x1; Bracer x1; Demonic Black Leather x1
Lunate Armlet	100	KP Shop	0	39	0	72	Snowpetal(1/3)	300 KP	—
Warlord's Gauntlets	30	KP Shop	0	37	0	32	Uniter(1/4)	200 KP	—
Lufenian Gauntlets	100	Treasure Chest	0	39	0	72	Seal of Lufenia(1/3)	—	—
Herculean Gloves	1	Labyrinth (Trade)	0	25	0	19	Magic Counter Strength+20%	15420	Gauntlets x1; Joy of Conflict x1;
Sky Pirate Guantlet	60	Labyrinth (Trade)	0	34	0	60	Magic Counter Strength+30%	132880	Thief Gloves x1; Sorrow of Conflict x1; Brawler's Dream x5
Soft Hands	90	Labyrinth (Trade)	0	34	0	66	Magic Counter Strength+40%	155700	Dragon Gloves x1; Delight of Conflict x1; Horror's Hopes x5
Scorpion Mittens	100	Original Network Quest	0	39	0	72	Super Rocket(1/4)	—	—

LARGE SHIELDS

Characters: Warrior of Light, Garland, Cecil, Golbez, Bartz, Exdeath, Cloud, Squall, Gabranth, Kain, Gilgamesh, Chaos

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Heavy Shield	1	Shop (Gil Only)	0	13	-2	8	—	1060	—
Jennet Shield	1	Shop (Gil Only)	0	17	-2	12	—	3470	—
Hard Shield	1	Shop (Gil Only)	0	21	-2	17	—	7830	—
Iron Ram Shield	30	Shop (Gil Only)	0	37	-2	35	—	43440	—
Royal Knight Army Shield	60	Shop (Gil Only)	0	29	-1	50	—	89120	—
Divine Shield	1	Shop (Trade)	0	25	-2	21	Warp Defense+10%	14060	Jennet Shield x1; Yaschas Massif Gravel x1;
Darksteel Shield	30	Shop (Trade)	0	29	-2	26	Warp Defense+10%	22050	Heavy Shield x1; Basilisk Pebble x1;
Legion Scutum	30	Shop (Trade)	0	41	-2	39	Warp Defense+20%	56830	Hard Shield x1; Gargoyle Pebble x1;
Januwiyah	60	Shop (Trade)	0	29	-1	50	Warp Defense+20%	89120	Darksteel Shield x1; Epitaph Stone x1; Hero's Desire x5
Riot Shield	60	Shop (Trade)	0	32	-1	55	Warp Defense+20%	107980	Legion Scutum x1; Golem Stone x1; Stalwart's Desire x5
Dynamis Shield	60	Shop (Trade)	0	34	-1	61	Warp Defense+20%	128640	Januwiyah x1; Gorgon Eye x1; Tree's Dream x5
Ancile	90	Shop (Trade)	0	34	-1	67	Warp Defense+40%	151100	Riot Shield x1; Catoblepas Eye x1; Hero's Hopes x5
Aegis Shield	100	Shop (Trade)	0	39	-1	73	Warp Defense+60%	175360	Dynamis Shield x1; ĐĐĐĐĐ x1; Sinspawn x1
Lufenian Great-shield	100	Treasure Chest	0	39	-1	73	Seal of Lufenia(1/3)	—	—
Kaiser Shield	30	Labyrinth (Trade)	0	41	-2	39	Warp Defense+20%	56830	Hard Shield x1; Rage of Conflict x1;
Moebius Shield	60	Labyrinth (Trade)	0	34	-1	61	Warp Defense+20%	128640	Januwiyah x1; Sorrow of Conflict x1; Tree's Dream x5
Dullahan's Shield	90	Labyrinth (Trade)	0	34	-1	67	Warp Defense+40%	151100	Riot Shield x1; Delight of Conflict x1; Hero's Hopes x5

CECIL - GLOVES

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Dark Shield	1	FF4 Chest (Can drop from auto-select)	0	0	0	12	Dark Force(1/3)	4400	Buckler x1; Fish Scale x1; Knight's Desire x2

FERAL CHAOS - GLOVES

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Aegis of Strife	1	Treasure Chest (Can trade for after acquired)	0	0	0	21	—	16100	Buckler x1; Discord's Hopes x3; Utter Chaos's Hopes x1
Eternal Despair	100	Shop (Trade)	0	0	0	73	Rise of Discord(1/4)	182800	Aegis of Strife x1; Tome of the Orator x3; Utter Chaos's Dream x5
Havoc's Carapace	1	Cannot Acquire	0	0	0	0	Chaos only	—	—

ARMOR - HEADGEAR

HATS

Characters: Firion, The Emperor, Onion Knight, Cloud of Darkness, Bartz, Terra, Kefka, Cloud, Squall, Ultimecia, Zidane, Kuja, Tidus, Jecht, Shantotto, Tifa, Laguna, Yuna, Prishe, Vaan, Lightning

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Leather Hat	1	Shop (Gil Only)	0	48	0	0	—	500	—
Plumed Hat	1	Shop (Gil Only)	0	68	0	0	—	700	—
Wizard's Hat	1	Shop (Gil Only)	0	108	0	0	—	4700	—
Beret	30	Shop (Gil Only)	0	148	0	0	—	12300	—
Green Beret	1	Shop (Trade)	0	128	0	0	BRV Boost on Dodge+1%	8000	Wizard's Hat x1; Ghost Rag x1;
Red Cap	30	Shop (Trade)	0	189	0	0	BRV Boost on Dodge+1%	23500	Wizard's Hat x1; Fine Cloth x1;
Dark Hat	30	Shop (Trade)	0	209	0	0	BRV Boost on Dodge+1%	30500	Beret x1; Silky Cloth x1;
Tiger Mask	60	Shop (Trade)	0	269	0	0	BRV Boost on Dodge+1%	56900	Red Cap x1; Troian Fabric x1; Despot's Desire x5
Glass Mask	90	Shop (Trade)	0	290	0	0	BRV Boost on Dodge+2%	79000	Tiger Mask x1; Shiva's Veil x1; Wanderer's Dream x5
Thief's Cap	60	Shop (Trade)	0	290	0	0	Item Drop Rate x1.2	67500	Dark Hat x1; Siren's Veil x1; Lady's Hopes x5
Dueling Mask	100	Shop (Trade)	0	330	0	0	BRV Boost on Dodge+3%	91400	Thief's Cap x1; Glass Mask x1; Rebel Army Flag x1
Toque Blanche	1	Treasure Chest	0	108	0	0	Flavor of Life(1/4)	—	—
Chaplet	100	KP Shop	0	330	0	0	Snowpetal(1/3)	300 KP	—
Rubicante's Cowl	30	Treasure Chest	0	189	0	0	Elemental Archfiend(1/4)	—	—
Lufenian Cap	100	Treasure Chest	0	330	0	0	Judgment of Lufenia(1/3)	—	—
Porrean Beret	1	Labyrinth (Trade)	0	128	0	0	BRV Boost on Dodge+1%	8000	Wizard's Hat x1; Joy of Conflict x1;
Time Cap	30	Labyrinth (Trade)	0	209	0	0	BRV Boost on Dodge+1%	30500	Beret x1; Rage of Conflict x1;
Protect Hat	90	Labyrinth (Trade)	0	290	0	0	BRV Boost on Dodge+2%	79000	Tiger Mask x1; Delight of Conflict x1; Wanderer's Hopes x5

HAIRPINS

Characters: The Emperor, Onion Knight, Cloud of Darkness, Bartz, Terra, Kefka, Ultimecia, Zidane, Kuja, Shantotto, Tifa, Yuna, Prishe

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Hairpin	1	Shop (Gil Only)	-159	105	0	0	—	4200	—
Tiara	1	Shop (Gil Only)	-231	153	0	0	—	11440	—
Mythril Hairpin	1	Shop (Trade)	-195	129	0	0	Mystic Mythril (1/3)	7340	Hairpin x1; Mythril x1;
Gold Hairpin	30	Shop (Trade)	-268	177	0	0	Glorious Gold (1/3)	16460	Hairpin x1; Gold x1; Girl's Desire x3
Crystal Hairpin	30	Shop (Trade)	-341	226	0	0	Blessed Crystal (1/3)	29100	Tiara x1; Crystal x1; Harlequin's Desire x3
Diamond Hairpin	60	Shop (Trade)	-228	256	0	0	Dazzling Diamond(1/3)	45440	Tiara x1; Diamond x1; Wraith's Dream x3
Extension	1	Shop (Trade)	-231	153	0	0	BRV Recovery+25%	11440	Hairpin x1; Derba Beads x1;
Lamia's Tiara	30	Shop (Trade)	-377	250	0	0	BRV Recovery+50%	36820	Tiara x1; Polished Ore x1;
Cat-ear Hood	60	Shop (Trade)	-248	278	0	0	BRV Recovery+50%	54960	Lamia's Tiara x1; Elemental Jewel x1; Witch's Desire x5
Hypnocrown	60	Shop (Trade)	-288	324	0	0	BRV Recovery+50%	76700	Cat-ear Hood x1; Carbuncle's Gem x1; Lady's Hopes x5
Circlet	90	Shop (Trade)	-288	324	0	0	BRV Recovery+75%	88920	Extension x1; Occurian Gem x1; Girl's Hopes x5
Royal Crown	100	Shop (Trade)	-328	369	0	0	BRV Recovery+100%	101320	Hypnocrown x1; Circlet x1; Huge Materia x1
Thornlet	100	Shop (Trade)	-21	499	0	0	BRV Boost on Dodge-3%; BRV Boost on Block-5%	101320	Leo Recipe x1; Delicious Fish x1; Nethicite x1
Lufenian Hairpin	100	Treasure Chest	-328	369	0	0	Seal of Lufenia(1/3)	—	—
Angelic Tiarra	30	Labyrinth (Trade)	-377	250	0	0	BRV Recovery+50%	36820	Tiara x1; Rage of Conflict x1;
Solar Sun-glasses	60	Labyrinth (Trade)	-288	324	0	0	BRV Recovery+50%	76700	Cat-ear Hood x1; Sorrow of Conflict x1; Lady's Dream x5
Prismatic Shades	90	Labyrinth (Trade)	-288	324	0	0	BRV Recovery+75%	88920	Extension x1; Delight of Conflict x1; Girl's Hopes x5

HELMS

Characters: Warrior of Light, Garland, Firion, Cecil, Golbez, Bartz, Exdeath, Cloud, Sephiroth, Squall, Tidus, Jecht, Gabranth, Kain, Gilgamesh, Laguna, Vaan, Lightning, Chaos

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Bronze Helm	1	Shop (Gil Only)	0	38	0	2	—	300	—
Iron Helm	1	Shop (Gil Only)	0	54	0	2	—	620	—
Knight Helm	1	Shop (Gil Only)	0	70	0	2	—	1600	—
Heavy Helm	1	Shop (Gil Only)	0	102	0	2	—	6680	—
Mythril Helm	1	Shop (Trade)	0	86	0	2	Mystic Mythril (1/3)	3700	Iron Helm x1; Mythril x1;
Golden Helm	30	Shop (Trade)	0	118	0	2	Glorious Gold (1/3)	10580	Knight Helm x1; Gold x1; Tree's Desire x3
Crystal Helm	30	Shop (Trade)	0	151	0	2	Blessed Crystal (1/3)	21100	Heavy Helm x1; Crystal x1; Wraith's Desire x3
Diamond Helm	60	Shop (Trade)	0	201	0	1	Dazzling Diamond(1/3)	35240	Sallet x1; Diamond x1; Youth's Dream x3
Sallet	30	Shop (Gil Only)	0	135	0	2		15420	—
Adamant Helm	100	Shop (Trade)	0	290	0	1	Adamant Chains (1/3)	86440	Giant's Helm x1; Adamantite x1;Warrior's Hopes x5
Barbut	1	KP Shop	0	70	0	2	Chase BRV Defense+3%	60 KP	—
Winged Helm	1	KP Shop	0	102	0	2	Chase BRV Defense+3%	200 KP	—
Burgonet	30	Shop (Trade)	0	167	0	2	Chase BRV Defense+5%	27700	Healing Helm x1; Narshe Ore x1;
Close Helmet	60	Shop (Trade)	0	219	0	1	Chase BRV Defense+5%	43680	Sallet x1; Gulg Steel x1; Giant's Desire x5
Platinum Helm	60	Shop (Trade)	0	236	0	1	Chase BRV Defense+5%	53020	Barbut x1; Gagazet Steel x1; Hero's Dream x5
Dragon's Crest	60	Shop (Trade)	0	255	0	1	Whisper of the Wyrm (1/3)	63260	Diamond Helm x1; Dragon's Tear x1; Dragoon's Dream x5
Magepower Shishak	60	Shop (Trade)	0	255	0	1	Chase BRV Defense+5%	63260	Close Helmet x1; Darksteel Ingot x1; Hero's Hopes x5
Giant's Helm	90	Shop (Trade)	0	255	0	1	Pride of the Titans (1/3)	74400	Platinum Helm x1; Titan's Tear x1; Warlock's Hopes x5
Kaiser Helm	90	Shop (Trade)	0	255	0	1	Chase BRV Defense+7%	74400	Winged Helm x1; Brass Ingot x1; Tree's Hopes x5
Grand Helm	100	Shop (Trade)	0	290	0	1	Chase BRV Defense+10%	86440	Magepower Shishak x1; Kaiser Helm x1; Eureka Metal x1
Healing Helm	1	Enemy Treasure Chest (Can trade for after acquired)	0	96	0	2	Chase BRV Defense+3%	3700	Bronze Helm x1; Rusted Metal x1;
Warlord's Soul	30	KP Shop	0	151	0	2	Uniter(1/4)	200 KP	—
Heike's Helm	60	KP Shop	0	236	0	1	All Glories Must Fade(1/4)	200 KP	—
Genji Helm	100	Shop (Trade)	0	290	0	1	Soul of Yamato(1/3)	86440	Heike's Helm x1; Samurai Spirit x1; Giant's Desire x5
Lufenian Helm	100	Treasure Chest	0	290	0	1	Judgment of Lufenia(1/3)	—	—
Shining Helm	1	Labyrinth (Trade)	0	102	0	2	Chase BRV Defense+3%	6680	Knight Helm x1; Joy of Conflict x1;
Polychrome Helm	60	Labyrinth (Trade)	0	255	0	1	Chase BRV Defense+5%	63260	Close Helmet x1; Sorrow of Conflict x1; Hero's Desire x5
Prism Helm	90	Labyrinth (Trade)	0	255	0	1	Chase BRV Defense+7%	74400	Winged Helm x1; Delight of Conflict x1; Tree's Hopes x5
Dragon Sallet	100	Labyrinth (Goal)	0	290	0	1	King of Tragedy(1/4)	—	—
Helmet of the Dead	1	Labyrinth (Goal)	0	38	0	2	Final Strike(1/4)	—	—
Blood Helm	100	Labyrinth (Goal)	0	290	0	1	Succubus's Soul(1/4)	—	—
Charred Helm	1	Cannot Acquire	0	-28	0	1	—	—	—
Ace's Helm	100	Original Network Quest	0	290	0	1	Super Rocket(1/4)	—	—

HEADBANDS

Characters: Firion, The Emperor, Onion Knight, Bartz, Terra, Kefka, Ultimecia, Zidane, Kuja, Tidus, Jecht, Shantotto, Yuna, Prishe, Vaan, Lightning

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Headband	1	Shop (Gil Only)	85	38	0	0	—	300	—
Hairband	1	Shop (Gil Only)	158	70	0	0	—	1600	—
Twisted Headband	1	Shop (Gil Only)	231	102	0	0	—	6680	—
Bandana	30	Shop (Gil Only)	303	135	0	0	—	15420	—
Pirate Hat	60	Shop (Gil Only)	227	201	0	0	—	35240	—
Headgear	1	Shop (Trade)	231	102	0	0	BRV Boost during Quickmove+1%	6680	Hairband x1; Moogle Fur x1;
Iron Visor	30	Shop (Trade)	340	151	0	0	BRV Boost during Quickmove+1%	21100	Hairband x1; Cockatrice Feather x1;
Headguard	30	Shop (Trade)	376	167	0	0	BRV Boost during Quickmove+1%	27700	Twisted Headband x1; Zu Feather x1;
Chakra Band	60	Shop (Trade)	247	219	0	0	BRV Boost during Quickmove+1%	43680	Bandana x1; Lamia's Locks x1; Reaper's Desire x5
Black Cowl	60	Shop (Trade)	287	255	0	0	BRV Boost during Quickmove+1%	63260	Chakra Band x1; Ixion's Mane x1; Liegeman's Dream x5
Mystery Veil	90	Shop (Trade)	287	255	0	0	BRV Boost during Quickmove+2%	74400	Iron Visor x1; Sleipnir's Mane x1; Sky Pirate's Hopes x5
Oath Veil	100	Shop (Trade)	327	290	0	0	BRV Boost during Quickmove+3%	86440	Black Cowl x1; Mystery Veil x1; Kluya's Beard x1
Lufenian Headband	100	Treasure Chest	327	290	0	0	Seal of Lufenia(1/3)	—	—
Flashy Bandana	30	Labyrinth (Trade)	376	167	0	0	BRV Boost during Quickmove+1%	27700	Twisted Headband x1; Rage of Conflict x1;
Gale Bandana	60	Labyrinth (Trade)	287	255	0	0	BRV Boost during Quickmove+1%	63260	Chakra Band x1; Sorrow of Conflict x1; Liegeman's Desire x5
Ama Crown	90	Labyrinth (Trade)	287	255	0	0	BRV Boost during Quickmove+2%	74400	Iron Visor x1; Delight of Conflict x1; Sky Pirate's Hopes x5

CECIL - HEADGEAR

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Dark Helm	1	FF4 Chest (Can drop from auto-select)	0	70	0	2	Dark Force(1/3)	2200	Bronze Helm x1; Rusted Metal x1; Knight's Desire x2

FERAL CHAOS - HEADGEAR

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Calamitous Rage	30	Treasure Chest (Can trade for after acquired)	0	167	0	2	—	30500	Bronze Helm x1; Discord's Dream x5; Discord's Hopes x3
Phantasmal Abyss	100	Shop (Trade)	0	290	0	1	Rise of Discord(1/4)	91400	Calamitous Rage x1; Tome of Silence x3; Utter Chaos's Dream x5
Bedlam's Crown	1	Cannot Acquire	0	0	0	0	Chaos only	—	—

RIBBONS

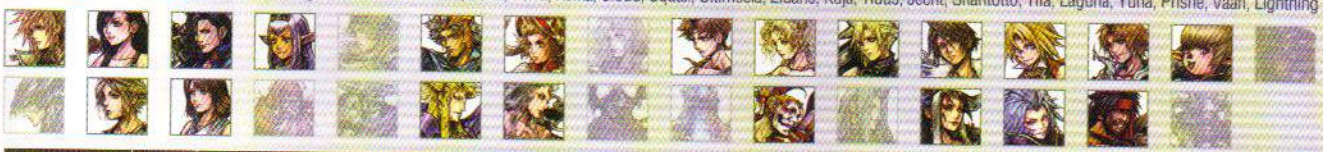
Characters: Lightning, Yuna, Bartz, Terra, Kefka, Shantotto

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Ribbon	60	Shop (Trade)	-268	301	0	0	Accessory Breakability -20%	56900	Cat-ear Hood x1; Pink Tail x20; Summoner's Desire x10
Super Ribbon	100	Shop (Trade)	-328	369	0	0	Accessory Breakability -30%	91400	Ribbon x1; Pink Tail x5; Vision's Hopes x5

ARMOR - BODY

CLOTHING

Characters: Firion, The Emperor, Onion Knight, Cloud of Darkness, Bartz, Terra, Kefka, Cloud, Squall, Ultimecia, Zidane, Kuja, Tidus, Jecht, Shantotto, Tifa, Laguna, Yuna, Prishe, Vaan, Lightning



NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Leather Clothing	1	Shop (Gil Only)	428	9	0	-2	—	950	—
Poncho	1	Shop (Gil Only)	792	17	0	-2	—	6630	—
Silken Shirt	1	Shop (Gil Only)	974	21	0	-2	—	11500	—
Kenpo Gi	1	Shop (Gil Only)	1155	25	0	-2	—	17760	—
Snowflake Sweater	100	KP Shop	2973	39	0	-1	Snowpetal(1/3)	300 KP	—
Lufenian Jacket	100	Treasure Chest	2973	39	0	-1	Seal of Lufenia(1/3)	—	—
Flashy Jumpsuit	1	Labyrinth (Trade)	1155	25	0	-2	Stage Defense+25%	17760	Poncho x1; Joy of Conflict x1;
Suzaku's Gi	60	Labyrinth (Trade)	2610	34	0	-1	Stage Defense+40%	116770	Ninja Gear x1; Sorrow of Conflict x1; Champion's Hopes x5
Fur Coat	90	Labyrinth (Trade)	2610	34	0	-1	Stage Defense+60%	135240	Black Garb x1; Delight of Conflict x1; Liegeman's Hopes x5
Black Belt's Gi	30	Shop (Gil Only)	1519	33	0	-2	—	34390	—
Bard's Tunic	1	Shop (Trade)	1155	25	0	-2	Stage Defense+25%	17760	Poncho x1; Zombie Rag x1;
Power Vest	30	Shop (Trade)	1882	41	0	-2	Stage Defense+40%	56420	Kenpo Gi x1; Silky Cloth x1;
Ninja Gear	60	Shop (Trade)	2064	27	0	-1	Stage Defense+40%	69480	Black Belt's Gi x1; Walse Fabric x1; Lion's Desire x5
Black Garb	60	Shop (Trade)	2246	29	0	-1	Stage Defense+40%	83850	Power Vest x1; Troian Fabric x1; Reaper's Dream x5
Red Jacket	60	Shop (Trade)	2610	34	0	-1	Stage Defense+40%	116770	Ninja Gear x1; Siren's Veil x1; Champion's Dream x5
Crimson Vest	90	Shop (Trade)	2610	34	0	-1	Stage Defense+60%	135240	Black Garb x1; Shiva's Veil x1; Liegeman's Hopes x5
Brave Suit	100	Shop (Trade)	2973	39	0	-1	Stage Defense+75%	153840	Red Jacket x1; Crimson Vest x1; Rebel Army Flag x1
Bomber Jacket	30	Treasure Chest	1701	37	0	-2	Force of the Resolute(1/4)	—	—

ROBES

Characters: The Emperor, Cloud of Darkness, Bartz, Terra, Kefka, Ultimecia, Kuja, Shantotto, Yuna

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Robe	1	Shop (Gil Only)	342	9	0	0	—	400	—
Cotton Robes	1	Shop (Gil Only)	488	13	0	0	—	900	—
Silk Robes	1	Shop (Gil Only)	779	21	0	0	—	6260	—
Wizard's Robes	1	Shop (Gil Only)	924	25	0	0	—	11000	—
Traveler's Vestment	30	Shop (Gil Only)	1069	29	0	0	—	17120	—
Sage's Surplice	1	Shop (Trade)	924	25	0	0	Magical Defense+3%	11000	Silk Robes x1; Ghost Rag x1;
Gaia Gear	30	Shop (Trade)	1505	41	0	0	Magical Defense+5%	43700	Wizard's Robes x1; Silky Cloth x1;
Sage's Robe	60	Shop (Trade)	1998	29	0	0	Magical Defense+5%	68160	Gaia Gear x1; Walse Fabric x1; Despot's Desire x5
Luminous Robes	60	Shop (Trade)	2322	34	0	0	Magical Defense+5%	98020	Traveler's Vestment x1; Siren's Veil x1; Harlequin's Dream x5
Lordly Robes	90	Shop (Trade)	2322	34	0	0	Magical Defense+7%	115040	Sage's Robe x1; Shiva's Veil x1; Reaper's Hopes x5
Rainbow Robes	100	Shop (Trade)	2645	39	0	0	Magical Defense+10%	133380	Luminous Robes x1; Lordly Robes x1; Rebel Army Flag x1
Lufenian Robes	100	Treasure Chest	2645	39	0	0	Judgment of Lufenia(1/3)	133380	—
Magic Robe	1	Labyrinth (Trade)	924	25	0	0	Magical Defense+3%	11000	Silk Robes x1; Joy of Conflict x1;
Nimbus Robes	30	Labyrinth (Trade)	1505	41	0	0	Magical Defense+5%	43700	Wizard's Robes x1; Rage of Conflict x1;
Sage's Mantle	60	Labyrinth (Trade)	2322	34	0	0	Magical Defense+5%	98020	Traveler's Vestment x1; Sorrow of Conflict x1; Harlequin's Desire x5
Bountiful Vestment	90	Labyrinth (Trade)	2322	34	0	0	Magical Defense+7%	115040	Sage's Robe x1; Delight of Conflict x1; Reaper's Hopes x5

LIGHT ARMOR

Characters: Warrior of Light, Garland, Firion, Onion Knight, Cecil, Golbez, Bartz, Exdeath, Cloud, Sephiroth, Squall, Zidane, Tidus, Jecht, Gabranth, Kain, Gilgamesh, Tifa, Laguna, Prishe, Vaan, Lightning

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Leather Armor	1	Shop (Gil Only)	428	0	0	0	—	500	—
Chainmail	1	Shop (Gil Only)	610	0	0	0	—	1000	—
Survival Vest	30	Shop (Gil Only)	1519	0	0	0	—	26200	—
Mythril Vest	1	Shop (Trade)	974	0	0	0	Mystic Mythril (1/3)	7000	Leather Armor x1; Mythril x2;
Golden Vest	30	Shop (Trade)	1337	0	0	0	Glorious Gold (1/3)	18400	Chainmail x1; Gold x2; Flash's Desire x3
Crystal Vest	30	Shop (Trade)	1701	0	0	0	Blessed Crystal (1/3)	35300	Survival Vest x1; Crystal x2; Wanderer's Desire x3
Diamond Vest	60	Shop (Trade)	2064	0	0	0	Dazzling Diamond(1/3)	57600	Survival Vest x1; Diamond x2; Warlock's Dream x3
Adamant Vest	100	Shop (Trade)	2973	0	0	0	Adamant Chains (1/3)	137100	Diamond Armor x1; Adamantite x1; Stalwart's Hopes x5
Linen Cuirass	1	Shop (Trade)	1155	0	0	0	Wall Rush BRV Defense+20%	12000	Chainmail x1; Delicious Fish Scale x1;
Assassin's Vest	30	Shop (Trade)	1882	0	0	0	Wall Rush BRV Defense+30%	45800	Survival Vest x1; Ancient Turtle Shell x1;
Mirage Vest	60	Shop (Trade)	2428	0	0	0	Wall Rush BRV Defense+30%	85300	Assassin's Vest x1; Scorpion Shell x1; Thief's Desire x5
Carabineer Mail	60	Shop (Trade)	2610	0	0	0	Wall Rush BRV Defense+30%	101200	Diamond Vest x1; Taharka Husk x1; Horror's Dream x5
Vishnu Vest	90	Shop (Trade)	2610	0	0	0	Wall Rush BRV Defense+40%	118500	Mirage Vest x1; Tiamat Carapace x1; Flash's Hopes x5
Brigandine	100	Shop (Trade)	2973	0	0	0	Wall Rush BRV Defense+50%	137100	Carabineer Mail x1; Vishnu Vest x1; Eden's Curiass x1
Iron Apron	1	Treasure Chest	974	0	0	0	Flavor of Life(1/4)	—	—
Cagnazzo's Carapace	30	Treasure Chest	1701	0	0	0	Elemental Archfiend(1/4)	—	—
Lufenian Vest	100	Treasure Chest	2973	0	0	0	Seal of Lufenia(1/3)	—	—
Silver Vest	1	Labyrinth (Trade)	1155	0	0	0	Wall Rush BRV Defense+20%	12000	Chainmail x1; Joy of Conflict x1;
White Vest	30	Labyrinth (Trade)	1882	0	0	0	Wall Rush BRV Defense+30%	45800	Survival Vest x1; Rage of Conflict x1;
Black Vest	60	Labyrinth (Trade)	2610	0	0	0	Wall Rush BRV Defense+30%	101200	Diamond Vest x1; Sorrow of Conflict x1; Horror's Dream x5
Platinum Vest	90	Labyrinth (Trade)	2610	0	0	0	Wall Rush BRV Defense+40%	118500	Mirage Vest x1; Delight of Conflict x1; Flash's Hopes x5
Wyrgar	100	Labyrinth (Goal)	2973	0	0	0	King of Tragedy(1/4)	—	—
Death Armor	1	Labyrinth (Goal)	428	0	0	0	Final Strike(1/4)	—	—
Blood Armor	100	Labyrinth (Goal)	2973	0	0	0	Succubus's Soul(1/4)	—	—
Fighter's Lorica	100	Original Network Quest	2973	0	0	0	Super Rocket(1/4)	—	—

HEAVY ARMOR

Characters: Warrior of Light, Garland, Cecil, Golbez, Bartz, Exdeath, Sephiroth, Gabranth, Kain, Gilgamesh, Chaos

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Bronze Armor	1	Shop (Gil Only)	513	-10	0	0	—	1100	—
Iron Armor	1	Shop (Gil Only)	732	-14	0	0	—	3760	—
Knight's Armor	1	Shop (Gil Only)	950	-18	0	0	—	7740	—
Heavy Armor	1	Shop (Gil Only)	1386	-26	0	0	—	19680	—
Mythril Armor	1	Shop (Trade)	1168	-22	0	0	Mystic Mythril (1/3)	13000	Iron Armor x1; Mythril x2;
Golden Armor	30	Shop (Trade)	1604	-30	0	0	Glorious Gold (1/3)	27760	Knight's Armor x1; Gold x2; Hero's Desire x3
Crystal Armor	30	Shop (Trade)	2041	-38	0	0	Blessed Crystal (1/3)	47900	Heavy Armor x1; Crystal x2; Warlock's Dream x3
Diamond Armor	60	Shop (Trade)	2291	27	0	0	Dazzling Diamond(1/3)	73440	Survival Vest x1; Diamond x2; Tree's Dream x3
Flame Armor	1	KP Shop	950	-18	0	0	Physical Defense+3%	60 KP	—
Ice Armor	1	KP Shop	1386	-26	0	0	Physical Defense+3%	200 KP	—
Shielded Armor	30	Shop (Trade)	1604	-30	0	0	Physical Defense+3%	27760	Shell Armor x1; Basilisk Pebble x1;
Demon Mail	30	Shop (Trade)	2258	-42	0	0	Physical Defense+5%	59960	Heavy Armor x1; Gargoyle Pebble x1;
Platinum Armor	60	Shop (Trade)	2897	34	0	0	Physical Defense+5%	121960	Flame Armor x1; Gorgon Eye x1; Hero's Desire x5
Dragon Mail	60	Shop (Trade)	2897	34	0	0	Whisper of the Wyrm (1/3)	121960	Demon Mail x1; Dragon's Tear x1; Dragoon's Dream x3
Grand Armor	90	Shop (Trade)	2897	34	0	0	Physical Defense+7%	140820	Shielded Armor x1; Catoblepas Eye x1;Warrior's Hopes x5
Giant's Harness	90	Shop (Trade)	2897	34	0	0	Pride of the Titans (1/3)	140820	Ice Armor x1; Titan's Tear x1;Warrior's Hopes x5
Maximillian	100	Shop (Trade)	3300	39	0	0	Physical Defense+10%	159420	Platinum Armor x1; Grand Armor x1; Sinspawn x1
Shell Armor	1	Enemy Treasure Chest (Can trade for after acquired)	1386	-26	0	0	Physical Defense+3%	19680	Bronze Armor x1; Figaro Gravel x1;
Warlord's Corselet	30	KP Shop	2041	-38	0	0	Uniter(1/4)	200 KP	—
Heike's Armor	60	KP Shop	2695	32	0	0	All Glories Must Fade(1/4)	200 KP	—
Genji Armor	100	Shop (Trade)	3300	39	0	0	Soul of Yamato(1/3)	159420	Heike's Armor x1; Samurai Spirit x1; Giant's Hopes x5
Bone Mail	100	Shop (Trade)	3300	39	0	0	EX Core Absorption Disabled, EX Force Absorption Disabled	159420	Scorpio Recipe x1; Wild Rose x1; Occult Fan x1
Lufenian Armor	100	Treasure Chest	3300	39	0	0	Judgment of Lufenia(1/3)	—	—
Rusted Armor	1	Cannot Acquire	-662	0	0	0	—	—	—

CHESTPLATES

Characters: Warrior of Light, Firion, Onion Knight, Bartz, Cloud, Sephiroth, Squall, Zidane, Kuja, Tidus, Jecht, Gilgamesh, Tifa, Laguna, Prishe, Vaan, Lightning

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Leather Chest Plate	1	Shop (Gil Only)	342	19	0	-2	—	500	—
Bronze Chest Plate	1	Shop (Gil Only)	633	35	0	-2	—	3300	—
Silver Chest Plate	1	Shop (Gil Only)	779	43	0	-2	—	7000	—
Breastplate	30	Shop (Gil Only)	1069	59	0	-2	—	18400	—
Rigid Chest Plate	60	Shop (Gil Only)	1998	59	0	-1	—	70800	—
Bone Plate	1	Shop (Trade)	342	19	0	-2	BRV Boost during Stage Destruction+2%	500	Leather Chest Plate x1; Mithra Tooth x1;
Enyo's Breastplate	1	Shop (Trade)	924	51	0	-2	BRV Boost during Stage Destruction+2%	12000	Bronze Chest Plate x1; Bangaa Tooth x1;
Shadow Plate	30	Shop (Trade)	1360	75	0	-2	BRV Boost during Stage Destruction+2%	35300	Enyo's Breastplate x1; Wererat Claw x1;
Banded Chestplate	30	Shop (Trade)	1505	83	0	-2	BRV Boost during Stage Destruction+2%	45800	Silver Chest Plate x1; Silver Lobo Claw x1;
Hydra Mail	60	Shop (Trade)	1836	54	0	-1	BRV Boost during Stage Destruction+2%	57600	Bone Plate x1; Sphinx Fang x1; Soldier's Desire x5
Valkyrie Plate	60	Shop (Trade)	2160	64	0	-1	BRV Boost during Stage Destruction+2%	85300	Shadow Plate x1; Cerberus Fang x1; Phantom's Desire x5
Mirror Mail	60	Shop (Trade)	2322	69	0	-1	BRV Boost during Stage Destruction+2%	101200	Hydra Mail x1; Kujata Horn x1; Sky Pirate's Dream x5
Viking Mail	90	Shop (Trade)	2322	69	0	-1	BRV Boost during Stage Destruction+5%	118500	Valkyrie Plate x1; Bahamut Horn x1; Horror's Hopes x5
Demon's Vest	100	Shop (Trade)	2645	79	0	-1	BRV Boost during Stage Destruction+5%	137100	Mirror Mail x1; Viking Mail x1;Shinryu Claw x1
Spirit Band	30	Treasure Chest	340	151	0	0	Force of the Resolute(1/4)	—	—
Lufenian Chestplate	100	Treasure Chest	2645	79	0	-1	Judgment of Lufenia(1/3)	—	—
Mini Protector	1	Labyrinth (Trade)	924	51	0	-2	BRV Boost during Stage Destruction+2%	12000	Bronze Chest Plate x1; Joy of Conflict x1;
Royal Chestplate	60	Labyrinth (Trade)	2322	69	0	-1	BRV Boost during Stage Destruction+2%	101200	Hydra Mail x1; Sorrow of Conflict x1; Sky Pirate's Desire x5
Elemental Guard	90	Labyrinth (Trade)	2322	69	0	-1	BRV Boost during Stage Destruction+5%	118500	Valkyrie Plate x1; Delight of Conflict x1; Horror's Hopes x5

CECIL – BODY ARMOR

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Dark Armor	1	FF4 Chest (Can drop from auto-select)	950	-18	0	0	Dark Force(1/3)	3300	Bronze Armor x1; Figaro Gravel x1; Knight's Desire x2

CHAOS – BODY ARMOR

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Deafening Fissure	30	Treasure Chest (Can trade for after acquired)	1882	0	0	0	—	45800	Leather Armor x1; Discord's Desire x5; Discord's Dream x5
Cycle's End	100	Shop (Trade)	2973	0	0	0	Rise of Discord(1/4)	137100	Deafening Fissure x1; Tome of Men x3; Utter Chaos's Desire x5
Entropy's Aegis	1	Cannot Acquire	0	0	0	0	Chaos only	—	—

SPECIAL ITEMS

IMP SET

Characters: All characters

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Impartisan	60	Treasure Chest	0	0	58	0	Imp's Blessing(1/4)	—	—
Tortoise Shield	60	Treasure Chest	0	0	0	61	Imp's Blessing(1/4)	—	—
Saucer	60	Treasure Chest	0	290	0	0	Imp's Blessing(1/4)	—	—
Reed Cloak	60	Treasure Chest	2610	0	0	0	Imp's Blessing(1/4)	—	—

ALLURE SET

Characters: Cloud of Darkness, Terra, Kefka, Cloud, Ultimecia, Shantotto, Tifa, Yuna, Prishe, Lightning

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Sexy Cologne	30	Treasure Chest	0	0	31	0	Allure of Honey(1/4)	—	—
Member's Card	30	Treasure Chest	0	0	0	29	Allure of Honey(1/4)	—	—
Blonde Wig	30	Treasure Chest	0	169	0	0	Allure of Honey(1/4)	—	—
Silk Dress	30	Treasure Chest	1519	0	0	0	Allure of Honey(1/4)	—	—

UNIQUE WEAPONS

Characters: All characters

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Ultima Weapon	100	Shop (Trade)	0	0	68	0	More powerful when HP is full	182800	Pisces Recipe x1; Noah's Lute x1; Whisperweed x1
Cursed Blade	30	Shop (Trade)	0	0	31	0	Blade that heralds the darkness	34900	Virgo Recipe x1; Shinra Card Key x1; GF Eden x1
Blade of the Damned	90	Shop (Trade)	0	0	65	0	Blade that heralds the darkness	158000	Sagittarius Recipe x1; Warp Cube x1; Carnelian Signet x1

ANCIENT WEAPONS

NAME	EQUIP LEVEL	ACQUISITION	HP	BRV	ATK	DEF	ABILITIES	COST	INGREDIENTS
Particle Beam	100	Labyrinth (Goal)	0	0	67	0	Ancient Weapon(1/4)	—	—
Tome Shield	100	Labyrinth (Goal)	0	0	0	73	Ancient Weapon(1/4)	—	—
Defense Node	100	Labyrinth (Goal)	0	330	0	0	Ancient Weapon(1/4)	—	—
Mage Mail	100	Labyrinth (Goal)	2973	0	0	0	Ancient Weapon(1/4)	—	—

ACCESSORIES

Accessories are a special type of supplementary equipment. They provide bonuses to all types of combat statistics: raw damage, physical or magical damage, wall rush damage, EX, or Assist power.

Each character can equip up to 10 different accessories, and like items, once you have a given accessory, *all* of your characters can equip it. Unlike items, accessories are not character specific—any character can use any accessory.

ACCESSORY SLOTS

Your characters do not initially have a full set of accessory slots; they must be unlocked by using a special item, the **Rosetta Stone**. You can purchase these cheaply at most Moogle Shops, and found in some chests throughout the various Story Mode scenarios.

ACCESSORY TYPES

There are four types of accessories; **Basic**, **Booster**, **Special**, and **Trade**.

Basic accessories provide raw bonuses to your character. These bonuses can be multiplied by booster accessories.

Booster accessories provide multipliers to the bonuses granted by basic accessories. These accessories have specific conditions that must be met to provide their bonuses.

Special accessories are powerful pieces of equipment that have unique effects, often providing larger boosts than basic accessories. However, many of these accessories have a chance of breaking after a battle, and some always break after one use. These accessories should be saved for very tough fights.

Trade accessories provide small stat boosts, but their real purpose is to be traded in the Shop to acquire new equipment. There are hundreds of trade accessories, all used to create equipment for your characters.

The power of your equipped accessories is dependent upon the specific combination of accessories that you equipped—there are many different types that work together to provide multipliers when specific conditions are met. You might have a set of basic accessories that boosts your EX Mode power considerably, another that boosts Assist usage, and still another that simply gives raw damage bonuses.

Once you have determined the purpose of your accessory set, you pick out a set of booster accessories that enhance the power of your basic accessories, perhaps when you are fighting up close and aggressively, or more conservatively at a distance.

There is no one perfect accessory setup, what you use should be dependent upon the character you are playing and the enemies you are facing. If you're having a lot of trouble with a specific enemy or type of enemy, you can create a new accessory setup to help you defeat your foe.

ITEM SETS

Item sets are very important and useful for configuring a single character to effectively face many different situations.

Remember that you can change your equipped item set at almost any time, and this allows you to quickly swap from an assist set to an EX set to a damage set as needed.

ACQUISITION

As with items, accessories can be acquired in a variety of ways.

Shop (Trade) means that you can trade for the item in the Shop, once you have the right items in your inventory.

KP Shop means that you must travel to a Moogle Shop and buy the item with KP. See the Moogle Shops section in the Secrets chapter for a full list of all the items available at each shop to track down a particular accessory.

Treasure Chest means that it must be found as a chest in one of the Story Mode scenarios.

Battlegen means the item is created during battle, typically by landing attacks on your opponent; or occasionally by destroying parts of a specific stage.

Labyrinth items come from acquiring cards in the Labyrinth. Generally, better accessories are found deeper in the Labyrinth when your card luck is high, just like items.

Accomplishment items are acquired by completing specific objectives listed in the Accomplishment menu.

Special categories include accessories that come from Chocobo play plans, as Mognet rewards, from multiplayer battles, arcade battles, or as a download to be offered by the developer.

Note that some accessories cannot be acquired, they are solely for use by CPU opponents.

ACCESSORY RANKS

Every accessory has a rank that determines how many of a given item you can equip, from 1 to 4.

THE ETC. SHOP

There is a special category in the shop that allows you to trade in specific trade accessories in exchange for special upgrades.

This includes extra accessory slots, levels, and even the ability to use equipment that the character could normally not use.

NAME	EFFECT	COST	INGREDIENT
Extra Slot	Adds 1 accessory slot	100	Rosetta Stone
Level Up	Adds 1 level	1000	Chocobo Cologne
Paladin's Gear	Enables sword, dagger, greatsword, katana use	1	Knight Lore
Dragoon's Gear	Enables spear, axe, grappling weapon use	1	Marksman Lore
Mage's Gear	Enables rod, staff, pole use	1	Sage Lore
Ranger's Gear	Enables thrown weapon, instrument, gun use	1	Gunner Lore
Knight's Gear	Enables shield, large shield use	1	Knight Lore
Thief's Gear	Enables bangle, gauntlet, parrying weapon use	1	Samurai Lore
Infantry Gear	Enables helm, hat use	1	Samurai Lore
Bard's Gear	Enables hairpin, headband use	1	Gunner Lore
Gunner's Gear	Enables light armor, heavy armor, chestplate use	1	Marksman Lore
Evoker's Gear	Enables clothing, robe use	1	Sage Lore
Dancer's Garb	Enables dancer's garb use	1	Dancer Lore
Use Machines	Enables machine use	1	Chemist Lore

BASIC ACCESSORIES

NAME	RANK	ACQUISITION	ABILITIES	GIL COST	INGREDIENTS	BREAKABILITY
Power Ring	1	Treasure Chest/Shop (Trade)	Damage+3%	100	Flash's Desire x3	—
Hyper Ring	1	Shop (Trade)	Damage+5%	900	Power Ring x1; Stalwart's Hopes x3; Blackcrystal Sliver x3	—
Muscle Belt	1	Shop (Trade)	Physical Damage+7%	1500	Champion's Desire x5; Phantom's Dream x3; Promyvion Shard x3	—
Earring	1	Shop (Trade)	Magic Damage+7%	1500	Summoner's Dream x3; Girl's Dream x3; Sephira x3	—
Protect Stud	1	Shop (Trade)	Physical Defense+3%	1500	Tree's Dream x3; Hero's Hopes x3; Voidshard x3	—
White Cape	1	Shop (Trade)	Magic Defense+3%	1500	Despot's Hopes x3; Flash's Hopes x3; Magicite Shard x3	—
Guard Ring	1	Treasure Chest/Shop (Trade)	Wall Rush Defense+5%	900	Dragoon's Desire x3	—
Glory Ring	1	Shop (Trade)	Wall Rush Defense+10%	2600	Sky Pirate's Hopes x3; Flash's Desire x3; Time Warp x3	—
Guardian Bangle	1	Shop (Trade)	Defense+2%	2600	Guard Ring x1; Hero's Dream x3; Moonflow x3	—
Booster	1	Shop (Trade)	Wall Rush BRV Damage+40%	1500	Horror's Dream x3; Gunner's Dream x3; Order of Emptiness x3	—
Sniper Eye	1	Shop (Trade)	Wall Rush HP Damage+10%	1500	Soldier's Dream x3; Knight's Dream x3; Materia x3	—
Defense Veil	1	Shop (Trade)	Wall Rush BRV Defense+20%	1500	Stalwart's Dream x3; Brawler's Dream x3; Sealed Darkness x3	—
Dream	1	Shop (Trade)	Wall Rush HP Defense+10%	1500	Hero's Dream x3; Flash's Dream x3; Fal'cie Husk x3	—
Jet Engine	1	Shop (Trade)	Chase BRV Damage+5%	1500	Youth's Dream x3; Lion's Dream x3; Palamecian Gem x3	—
Amulet	1	Shop (Trade)	Chase BRV Defense+5%	1500	Warrior's Dream x3; Lady's Dream x3; Moonflow x3	—
Power Bands	1	Shop (Trade)	Foe's Critical Hit Rate-2%	3500	Guard Ring x1; Promyvion Shard x3; Tome of Lies x2	—
Moonbreak	1	Shop (Trade)	BRV Boost on Stage Destruction+2%	1500	Wraith's Dream x3; Warlock's Dream x3; Moon Stone x3	—
Angel Brooch	1	Shop (Trade)	Stage Defense+10%	900	Warlock's Dream x3; Despot's Dream x3; Demon Soul x3	—
Attractorb	1	Shop (Trade)	EX Intake Range+1m; Assist Gauge Charge-20%	900	Liegeman's Dream x3; Thief's Dream x3; Xande's Hatred x3	—
Pearl Necklace	1	Shop (Trade)	EX Force Absorption+10%; Assist Gauge Charge-20%	2600	Youth's Dream x3; Knight's Dream x3; Star's Core x3	—
Dragonfly Orb	1	Shop (Trade)	EX Core Absorption+10%; Assist Gauge Duration-30%	2600	Wraith's Dream x3; Reaper's Dream x3; Moon Stone x3	—
Silver Hourglass	1	Shop (Trade)	EX Mode Duration+5%; Assist Gauge Duration-10%	900	Girl's Dream x3; Phantom's Dream x3; Blackcrystal Sliver x3	—
Pendant	1	Shop (Trade)	EX Core Appearance Boost; EX Force-10%	900	Champion's Dream x3; Witch's Desire x3; Demon Soul x3	—
Battle Gem	1	Shop (Trade)	Assist Gauge Duration+10%; EX Force Absorption-20%	3500	Dragoon's Desire x3; Moon Stone x3; Voidshard x3	—
Jupiter Chain	1	Shop (Trade)	BRV Boost on Dodge+2%	1500	Reaper's Dream x3; Gunner's Dream x3; Materia x3	—
Heart's Ease	1	Shop (Trade)	BRV Boost on Block+2%	1500	Hero's Dream x3; Tree's Dream x3; Blackcrystal Sliver x3	—
Bravery Orb	1	Shop (Trade)	BRV Recovery+30%	900	Liegeman's Hopes x3; Wanderer's Dream x3; Star's Core x3	—
Reflect Shield	1	Shop (Trade)	Magic Counter Strength+20%	900	Wraith's Hopes x3; Warlock's Dream x3; Moon Stone x3	—
Angel's Bell	1	Shop (Trade)	Regen+5%	900	Liegeman's Dream x3; Reaper's Dream x3; Sealed Darkness x3	—
Sunrise	1	Shop (Trade)	Battlegen Rate+50%	900	Dragoon's Dream x3; Harlequin's Dream x3; Magicite Shard x3	—
Gismey Shock	1	Shop (Trade)	EX Gauge Depletion+1%	3000	Discord's Dream x3; Entropy's Birth x3; Tome of the Farplane x2	—
Battle Harness	1	Shop (Trade)	Assist Gauge Depletion+5%	3500	Battle Ring x1; Ghost x3; Tome of Lies x2	—
Safety Bit	1	Shop (Trade)	Last Chance+6%	1500	Iifa Leaf x3; Iifa Dew x3; Tome of Men x2	—
Shining Soul	1	Shop (Trade)	Iai Strike+1%; Defense-20%	3500	Discord's Dream x3; Discord's Hopes x2; Tome of the Orator x1	—
EX Breaker	1	Shop (Trade)	EX Iai Strike+2%; Defense-10%	3500	Giant's Hopes x3; Palamecian Gem x3; Tome of Men x1	—
Bond Breaker	1	Shop (Trade)	Assist Iai Strike+2%; Defense-10%	3500	Horror's Hopes x3; Xande's Hatred x3; Tome of Men x1	—
A Comrade's Vow	1	Shop (Trade)	Assist Charge on Damage+15%; EX Intake Range-1m	3500	Battle Gem x1; Entropy's Birth x5; Tome of Silence x1	—
Du'Ru Ring	1	Labyrinth (Treasure Card Trade)	ATK & DEF+2	—	—	100
Gear to Gear	1	Cannot Acquire	Damage+5%; Defense+5%	—	—	—
Tyrant of Darkness	1	Cannot Acquire	EX Gauge Depletion+5%; Assist Gauge Depletion+5%	—	—	—
Ruthless Armory	1	Cannot Acquire	EX Gauge Depletion+100%; Assist Gauge Depletion+100%	—	—	—

BOOSTER ACCESSORIES

NAME	RANK	ACQUISITION	BOOST CONDITION	EFFECT	GIL COST	KP COST	BREAKABILITY
[Combat] Attacking Bravery	2	Accomplishment NO.006	While performing a BRV Attack	1.2x	—	—	—
[Combat] Attack and HP	2	Accomplishment NO.007	While performing an HP Attack	1.2x	—	—	—
[Combat] Taking Damage	2	Accomplishment NO.028	While taking damage	1.2x	—	—	—
[Combat] Blocking	2	Accomplishment NO.012	While blocking	1.2x	—	—	—
[Combat] Evading	2	Accomplishment NO.013	While evading	1.2x	—	—	—
[Combat] Quickmove	2	Accomplishment NO.014	During Quickmove	1.2x	—	—	—
[Combat] Chasing	2	Accomplishment NO.015	While performing a chase attack	1.2x	—	—	—
[Combat] Staggering	1	Accomplishment NO.078	While you are staggering	1.5x	—	—	—
[Combat] Pre-Bravery Attack	1	KP Shop	When you haven't yet performed a BRV attack	1.5x	—	40	—
[Combat] Pre-HP Attack	1	KP Shop	When you haven't yet performed an HP Attack	1.4x	—	80	—
[Combat] Pre-Jump	1	KP Shop	When you haven't yet performed a jump	1.4x	—	100	—
[Combat] Pre-Guard	1	KP Shop	Before you use a Block	1.5x	—	100	—
[Combat] Pre-Evasion	1	KP Shop	Before you use a Dodge	1.5x	—	100	—
[Combat] Pre-Air Dash	1	KP Shop	When you haven't yet performed an Air Dash	1.4x	—	200	—
[Combat] Pre-EX Mode	1	KP Shop	When you haven't yet entered EX Mode	1.4x	—	200	—
[Combat] Pre-EX Revenge	1	KP Shop	When you haven't yet used EX Revenge	1.3x	—	200	—
[Combat] Pre-Assist	1	KP Shop	When you haven't yet used an Assist Attack	1.4x	—	100	—
[Combat] Damage time ≥5 sec	1	KP Shop	When any damage continues for more than 5 seconds	4x	—	100	—
[Assist] Full Assist Gauge	1	KP Shop	When your Assist Gauge is full	1.3x	—	40	—
[Assist] Empty Assist Gauge	1	KP Shop	When your Assist Gauge is empty	1.5x	—	100	—
[Assist] Assist	1	KP Shop	While performing an Assist Attack	1.4x	—	40	—
[Assist] Assists Locked	1	Accomplishment NO.026	While Assist Gauge is locked	1.4x	—	—	—
[Assist] Maintain Assist	1	KP Shop	When Assist Gauge is filled for more than 15 seconds	1.4x	—	100	—
[Bravery] BRV = Base Value	1	Accomplishment NO.010	While your BRV is its base value or higher	1.3x	—	—	—
[Bravery] BRV ≤ Base Value	2	Accomplishment NO.011	When your BRV is its base value or lower	1.2x	—	—	—
[Bravery] Break	1	Accomplishment NO.089	When you are suffering from Break	1.5x	—	—	—
[Bravery] Victory Chance	1	Accomplishment NO.033	When you have a chance to win	1.5x	—	—	—
[Bravery] Large Gap in BRV	1	Accomplishment NO.077	When BRV gap between you and foe is at least 3000 points	1.5x	—	—	—
[Bravery] No BRV Damage	1	KP Shop	When you haven't taken BRV damage	1.3x	—	15	—
[Bravery] BRV = 0	1	KP Shop	When your BRV is 0	1.4x	—	20	—
[Bravery] BRV = a Prime Number	1	Accomplishment NO.053	When your BRV is a prime number	1.4x	—	—	—
[Bravery] No BRV Damage	1	Cannot Acquire	When you haven't taken BRV damage	3x	—	—	100
[Opponent] HP = 100%	1	KP Shop	When your opponent's HP is 100%	1.3x	—	40	—
[Opponent] HP ≥ 10000	1	Accomplishment NO.019	When your opponent's HP is above 10000	1.2x	—	—	—
[Opponent] BRV = Base Value	2	Accomplishment NO.047	When opponent's BRV is its base value or higher	1.2x	—	—	—
[Opponent] BRV ≤ Base Value	2	Accomplishment NO.048	When opponent's BRV is its base value or lower	1.2x	—	—	—

BOOSTER ACCESSORIES (CONT.)

NAME	RANK	ACQUISITION	BOOST CONDITION	EFFECT	GIL COST	KP COST	BREAKABILITY
[Opponent] Break	1	Accomplishment NO.020	When opponent is suffering from Break	1.3x	—	—	—
[Opponent] EX Gauge Full	1	Accomplishment NO.050	When opponent's EX Gauge is full	1.3x	—	—	—
[Opponent] Assist Gauge Full	1	Accomplishment NO.080	When opponent's Assist Gauge is full	1.4x	—	—	—
[Opponent] Assists Locked	1	Accomplishment NO.074	When opponent's Assist Gauge is locked	1.4x	—	—	—
[Opponent] After Summon	1	Accomplishment NO.072	Once opponent has used a summon	1.3x	—	—	—
[Opponent] Summon Unused	1	Accomplishment NO.073	Once opponent has used a summon	1.3x	—	—	—
[Opponent] EX Mode	1	Accomplishment NO.044	While opponent is in EX Mode	1.3x	—	—	—
[Opponent] EX Revenge	1	Accomplishment NO.025	While opponent is in EX Revenge	1.5x	—	—	—
[Opponent] Assist	1	Accomplishment NO.046	While opponent performs an Assist Attack	1.4x	—	—	—
[Opponent] Pre-HP Damage	1	KP Shop	When opponent hasn't connected with an HP atack	1.3x	—	100	—
[Opponent] No Damage	1	KP Shop	When opponent hasn't connected with any attack	1.5x	—	100	—
[Opponent] Empty Assist Gauge	1	Accomplishment NO.081	When opponent's Assist Gauge is empty	1.4x	—	—	—
[Opponent] Pre-Bravery Damage	1	KP Shop	When opponent hasn't connected with a BRV attacks	1.3x	—	30	—
[Opponent] HP ≤ 50%	1	KP Shop	When opponent has 50% or less of their HP	1.4x	—	40	—
[Opponent] HP ≤ 25%	1	KP Shop	When opponent has 25% or less of their HP	1.5x	—	40	—
[Opponent] Empty EX Gauge	1	KP Shop	When opponent's EX Gauge is empty	1.3x	—	60	—
[ETC] After Summon	1	Accomplishment NO.085	Once you have used a summon	1.3x	—	—	—
[ETC] Summon Unused	1	Accomplishment NO.084	When you have not yet used a summon	1.3x	—	—	—
[ETC] Weaponless	1	KP Shop	While not having a weapon equipped	1.5x	—	115	—
[ETC] Gloveless	1	KP Shop	While not having gloves equipped	1.5x	—	180	—
[ETC] Hatless	1	KP Shop	While not having hats or helms equipped	1.5x	—	140	—
[ETC] Armorless	1	KP Shop	While not having body armor equipped	1.5x	—	115	—
[EX] Full EX Gauge	1	KP Shop	When your EX Gauge is full	1.3x	—	100	—
[EX] Empty EX Gauge	1	KP Shop	When your EX Gauge is empty	1.5x	—	100	—
[EX] EX Core Present	1	Accomplishment NO.045	When EX Core is present	1.5x	—	—	—
[EX] EX Revenge	1	KP Shop	While you are in EX Revenge	1.4x	—	60	—
[EX] Full EX & Assist Gauge	1	KP Shop	When your EX and Assist gauges are full	1.5x	—	100	—
[EX] EX Mode	1	KP Shop	While you are in EX Mode	1.3x	—	100	—
[EX] Maintain EX Mode	1	KP Shop	When in EX Mode for more than 15 seconds	1.4x	—	100	—
[HP] HP = 100%	1	KP Shop	When your HP is 100%	1.5x	—	15	—
[HP] HP = 10000	1	Accomplishment NO.018	When your HP is above 10000	1.3x	—	—	—
[HP] HP = 1	1	Accomplishment NO.024	When you have 1 HP	1.5x	—	—	—
[HP] Near Death	1	Accomplishment NO.003	When you are near death	1.5x	—	—	—
[HP] Near Loss	1	Accomplishment NO.088	When you are in danger of losing in 1 hit	1.5x	—	—	—
[HP] Large Gap Lead	1	Accomplishment NO.75	When HP gap between you and foe is at least 3000 points	1.5x	—	—	—
[HP] HP is a Prime Number	1	Accomplishment NO.76	When your HP is a prime number	1.5x	—	—	—

NAME	RANK	ACQUISITION	BOOST CONDITION	EFFECT	GIL COST	KP COST	BREAKABILITY
[HP] Strong Against Adversity	1	Accomplishment NO.79	HP is 1	3x (When over 1% HP, then 0.5x)	—	—	—
[HP] HP = 1	1	Cannot Acquire	When you have 1 HP	4x	—	—	100
[HP] HP ≤ 50%	1	KP Shop	When you have 50% or less of your HP	1.4x	—	40	—
[HP] HP ≤ 25%	1	KP Shop	When you have 25% or less of your HP	1.5x	—	40	—
[Level] Level = 1-9	1	Accomplishment NO.001	When your level is 9 or under	1.5x	—	—	—
[Level] Level = 10-19	1	Accomplishment NO.005	When your level is 10-19	1.5x	—	—	—
[Level] Level = 20-29	1	Accomplishment NO.009	When your level is 20-29	1.2x	—	—	—
[Level] Level = 30-39	1	Accomplishment NO.037	When your level is 30-39	1.2x	—	—	—
[Level] Level = 40-49	1	Accomplishment NO.038	When your level is 40-49	1.2x	—	—	—
[Level] Level = 50-59	1	Accomplishment NO.039	When your level is 50-59	1.2x	—	—	—
[Level] Level = 60-69	1	Accomplishment NO.040	When your level is 60-69	1.2x	—	—	—
[Level] Level = 70-79	1	Accomplishment NO.041	When your level is 70-79	1.2x	—	—	—
[Level] Level = 80-89	1	Accomplishment NO.042	When your level is 80-89	1.2x	—	—	—
[Level] Level = 90-99	1	Accomplishment NO.043	When your level is 90-99	1.2x	—	—	—
[Level] Level Gap ≥ 10	1	KP Shop	When opponent's level is 10 or more than yours	1.3x	—	40	—
[Level] Level Gap ≥ 20	1	KP Shop	When opponent's level is 20 or more than yours	1.4x	—	60	—
[Level] Level Gap ≥ 30	1	KP Shop	When opponent's level is 30 or more than yours	1.5x	—	80	—
[Level] Level Gap ≥ 40	1	KP Shop	When opponent's level is 40 or more than yours	2x	—	100	—
[Level] Level Gap ≥ 50	1	KP Shop	When opponent's level is 50 or more than yours	2.5x	—	120	—
[Level] Level Gap ≥ 60	1	KP Shop	When opponent's level is 60 or more than yours	3x	—	170	—
[Level] Level Gap ≥ 70	1	KP Shop	When opponent's level is 70 or more than yours	5x	—	230	—
[Level] Level Gap ≥ 80	1	KP Shop	When opponent's level is 80 or more than yours	8x	—	280	—
[Level] Level Gap ≥ 90	1	KP Shop	When opponent's level is 90 or more than yours	10x	—	180	—
[Position] Near Opponent	2	Accomplishment NO.002	While near opponent	1.2x	—	—	—
[Position] Far from Opponent	2	Accomplishment NO.004	While far from opponent	1.2x	—	—	—
[Position] Grounded	1	KP Shop	When you are on the ground for more than 3 seconds	1.5x	—	40	—
[Position] Aerial	1	KP Shop	When you are in midair for more than 10 seconds	1.5x	—	40	—
[Time] After 30 Seconds	2	Accomplishment NO.008	30 seconds after battle starts	1.2x	—	—	—
[Time] Easy Come, Easy Go	1	Accomplishment NO.082	Right after battle starts	2.5x (After 15 seconds, 0.5x)	—	—	—
[Time] Prior of Da Bo	1	Labyrinth (Treasure Card Trade)	15-45 seconds after battle starts	10x	—	—	100
[Time] After 15 seconds	1	Cannot Acquire	15 seconds after battle starts	1.2x	—	—	100
[Time] After 30 seconds	1	Cannot Acquire	30 seconds after battle starts	1.5x	—	—	100
[Time] After 45 seconds	1	Cannot Acquire	45 seconds after battle starts	2x	—	—	100
[Time] After 60 seconds	1	Cannot Acquire	60 seconds after battle starts	2.5x	—	—	100
[Time] After 90 seconds	1	Cannot Acquire	90 seconds after battle starts	3x	—	—	100
[Time] Wakening Business	1	Cannot Acquire	60 seconds after battle starts	90x	—	—	—

SPECIAL ACCESSORIES

NAME	RANK	ACQUISITION	ABILITIES	GIL COST	KP COST	INGREDIENTS	BREAKABILITY
Spiked Silk	1	Shop (Trade) (Turns to Special Accesory)	EX Revenge Duration+5%	3500	—	Attractorb x1; Moonflow x3; Fal'cie Husk x3	—
Battle Ring	1	Shop (Trade) (Turns to Special Accesory)	Free Assist; 5% chance of Assist Gauge does not drain when using an Assist Attack	3500	—	Battle Gem x1; Xande's Hatred x3; Tome of the Farplane x2	—
Lucky Charm	1	Changes independently; Accomplishment NO.17; Shop (Trade) after acquisition	LUK+4; Summon Recharge+1	900	—	Wanderer's Desire x3; Despot's Desire x3; Ghost x3	—
Rabbit's Foot	1	Changes independently; Shop (Trade)	LUK+8; Summon Recharge+2	2600	—	Lucky Charm x1; Wanderer's Dream x3; Voidshard x3	—
Iifa Leaf	1	Treasure Chest/Shop	Last Chance; Endure killing blow with 1 HP; Breaks upon use	1000	—	Blackcrystal Sliver x1; Sealed Darkness x1; Star's Core x1	100
Iifa Bow	1	Treasure Chest/Shop	Second Chance; When HP=0, convert BRV to HP; Breaks upon use	1500	—	Iifa Leaf x1; Demon Soul x1; Order of Emptiness x1	100
Valor Incense	2	Treasure Chest/KP Shop	Initial Bravery+100%	—	5	—	100
Valor Resin	1	Treasure Chest/KP Shop	Initial Bravery+200%	—	10	—	100
Arcane Incense	2	Treasure Chest/KP Shop	Initial EX Force+25%	—	5	—	100
Arcane Resin	1	Treasure Chest/KP Shop	Initial EX Force+100%	—	10	—	100
Destruction Incense	1	Treasure Chest/KP Shop	ATK+4	—	5	—	100
Destruction Resin	1	Treasure Chest/KP Shop	ATK+8	—	10	—	100
Patience Incense	1	Treasure Chest/KP Shop	DEF+4	—	5	—	100
Patience Resin	1	Treasure Chest/KP Shop	DEF+8	—	10	—	100
Life Incense	1	Treasure Chest/KP Shop	HP+500	—	5	—	100
Life Resin	1	Treasure Chest/KP Shop	HP+1000	—	10	—	100
Mystery Incense	1	Treasure Chest/KP Shop	LUK+8	—	5	—	100
Mystery Resin	1	Treasure Chest/KP Shop	LUK+16	—	10	—	100
Friendship Incense	1	Treasure Chest/KP Shop	Initial Assist Charge+50%	—	5	—	100
Friendship Resin	1	Treasure Chest/KP Shop	Initial Assist Charge+100%	—	10	—	100
Chocobo Down	1	Play Plan: Casual	Experience Value+20%	—	—	—	30
Chocobo Wing	1	Play Plan: Average	Experience Value+50%	—	—	—	30
Chocobo Feather	1	Play Plan: Hardcore	Experience Value+100%	—	—	—	30
Superstick	1	Mognet Reward	Battlegen Rate+100%	—	—	—	100
Mog's Amulet	1	Mognet Reward	Item Drop Rate+50%	—	—	—	30
Diamond Ring	1	Treasure Chest/Arcade Reward	AP+400%	—	—	—	100
Soul of Destruction	1	Treasure Chest/Shop	ATK+55	2000	—	—	100
Soul of Patience	1	Treasure Chest/Shop	DEF+55	2000	—	—	100
Soul of Valor	1	Treasure Chest/Shop	BRV+700	2000	—	—	100
Soul of Unrivaled Valor	1	Treasure Chest/Shop	Initial BRV+1400	2000	—	—	100
White Drop	3	Treasure Chest/Network	EX Force Absorption+5%; Assist Gauge Duration-5%	—	—	—	—
Red Drop	3	Treasure Chest/Network	Damage+3%	—	—	—	—
Orange Drop	3	Treasure Chest/Network	Defense+3%	—	—	—	—
Yellow Drop	3	Treasure Chest/Network	LUK+1	—	—	—	—
Green Drop	3	Treasure Chest/Network	HP+100	—	—	—	—
Blue Drop	3	Treasure Chest/Network	BRV+20	—	—	—	—
Cyan Drop	3	Treasure Chest/Network	Initial EX Force+10%; Assist Gauge Duration-10%	—	—	—	—
Purple Drop	3	Treasure Chest/Network	Regen+5%	—	—	—	—
Red Gem	1	Network	Damage+5%	—	—	—	—
Orange Gem	1	Network	Defense+5%	—	—	—	—
Yellow Gem	1	Network	LUK+2	—	—	—	—
Green Gem	1	Network	HP+300	—	—	—	—
Blue Gem	1	Network	BRV+60	—	—	—	—
Cyan Gem	1	Network	Initial EX Force+20%; Assist Gauge Duration -20%	—	—	—	—
Purple Gem	1	Network	Regen+10%	—	—	—	—
White Gem	1	Network	EX Force Absorption+10%; Assist Gauge Duration-10%	—	—	—	—
Hero's Shield	2	Shop (Trade)	CP+15	1500	—	Lucky Charm x1; Guard Ring x1;	—

NAME	RANK	ACQUISITION	ABILITIES	GIL COST	KP COST	INGREDIENTS	BREAKABILITY
Hero's Essence	1	Shop (Trade)	CP+30	2200	—	Rabbit's Foot x1; Guardian Bangle x1;	—
Desert Boots	1	Accomplishment NO.036 (Shop once in inventory)	BRV Boost on Quickmove+2%	1500	—	Witch's Dream x2; Reaper's Dream x2; Fal'cie Husk x2	—
Back To the Wall	1	Shop (Trade)	Initial HP-90%	3000	—	Life Resin x3; Mystery Resin x3; Tome of the Orator x1	—
Tenacious Attacker	1	Shop (Trade)	Absorb EX Force during attacks	3000	—	Attractorb x1; Muscle Belt x1; Tome of Memories x2	—
Blazing Talisma	1	Shop (Trade)	Absorb EX Force on Summon; Summon Recharge+2	3000	—	Glutton x1; Tenacious Attacker x1; Tome of Memories x2	—
Growth Egg	2	Shop (Trade)	Experience Value+20%	3000	—	Growth Seed x1; Chocobo Wing x3; Chocobo Feather x1	—
Strength to Courage	1	Shop (Trade)	Extra HP to BRV	3000	—	Life Resin x3; Angel's Bell x1; Tome of Mysteries x2	—
Force to Courage	1	Shop (Trade)	EX Core & EX Force to BRV	3000	—	Heart's Ease x1; Pearl Necklace x1; Tome of Mysteries x2	—
Vengeful Soul	1	Shop (Trade)	Eye for an Eye; Add bravery to damage when reflecting a magical HP attack	3000	—	Reflect Strand x1; Earring x1; Sephira x5	—
Rebellious Soul	1	Shop (Trade)	Bonecrusher; BRV increases by 20% of max HP when near death	3000	—	Hyper Ring x1; Rabbit's Foot x1; Order of Emptiness x5	—
Final Position	1	Shop (Trade)	BRV Last Chance; Can endure one attack that would inflict Break with 0 BRV	3000	—	Vision's Hopes x1; Wanderer's Dream x3; Moonflow x5	—
Final Decision	1	Shop (Trade)	BRV Combo Chance; Can endure one combo that would inflict Break with 0 BRV	3000	—	Vision's Hopes x1; Thief's Dream x3; Promyvion Shard x5	—
Destroyer	1	Shop (Trade)	No Chance; Disables opponent's "Chance" effects once	3000	—	Star's Core x3; Iifa Dew x3; Tome of Men x1	—
Glutton	1	Shop (Trade)	Absorb EX Force when taking damage	3500	—	Attractorb x1; Pearl Necklace x1; Tome of Memories x2	—
Inner Peace	1	Shop (Trade)	Tolerance; 4% chance that any damage received will be for 1 HP	3500	—	Prayer Beads x1; Ghost x3; Tome of the Orator x1	—
Winged Boots	1	Shop (Trade)	Warp Defense+50%; Banish Trap Defense+100%	3500	—	Reaper's Desire x3; Reaper's Dream x3;	—
Platinum Hourglass	1	Shop (Trade)	EX Mode Duration+15%; EX Force Absorption-20%	3500	—	Silver Hourglass x1; Time Warp x3; Tome of Mysteries x2	—
Spider Web	1	Shop (Trade)	EX Revenge Duration+10%	3500	—	Spider Silk x1; Time Warp x3; Tome of Mysteries x2	—
Ruby Hourglass	1	Shop (Trade)	EX Mode Duration+10%; Damage-10%	3500	—	Silver Hourglass x1; Magicite Shard x3; Tome of Memories x2	—
Spider's Bane	1	Shop (Trade)	EX Revenge Duration+15%	3500	—	Spider Silk x1; Voidshard x3; Tome of Memories x2	—
Aggressor	1	Shop (Trade)	EX Mode Damage+20%; EX Mode Duration-30%	3500	—	Earring x1; Promyvion Shard x3; Tome of Lies x2	—
Avenger	1	Shop (Trade)	EX Revenge Damage+30%; EX Core Absorption-30%	3500	—	Muscle Belt x1; Sephira x3; Tome of Lies x2	—
Glimmering Crystal	1	Shop (Trade)	EX Core Absorption+15%; Assist Gauge Charge-15%	3500	—	Dragonfly Orb x1; Order of Emptiness x3; Materia x3	—
Badge of Trust	1	Shop (Trade)	Initial Assist Gauge+40%; EX Force Absorption-30%	3500	—	Friendship Resin x1; Materia x3; Palamecian Gem x3	—
Great Gospel	1	Shop (Trade)	Regen+10%; BRV Recovery+50%	3500	—	Bravery Orb x1; Desert Boots x1; Tome of the Farplane x2	—
Steel Curtain	1	Shop (Trade)	Wall Rush Defense+10%	3500	—	Defense Veil x1; Amulet x1; Tome of Mysteries x2	—
Berserker Ring	1	Shop (Trade)	Wall Rush Damage+10%	3500	—	Jet Engine x1; Booster x1; Tome of Mysteries x2	—
Close To You	1	Shop (Trade)	Always Absorb EX Force; Assist Gauge Charge-30%	3500	—	Attractorb x1; Dragonfly Orb x1; Tome or Adventure x2	—
Center of the World	1	Shop (Trade)	EX Intake Range+3m; EX Force & Core Absorption+25%; Assist Gauge Freeze	3500	—	Pearl Necklace x1; Dragonfly Orb x1; Tome or Adventure x1	—
First to Victory	1	Shop (Trade)	Initial EX Force+20%; Initial Assist Charge+20%; Initial Bravery+20%	3500	—	Arcane Incense x6; Valor Incense x3; Tome of Silence x1	—
Hero's Seal	1	Shop (Trade)	Initial Bravery+50%	3500	—	Valor Incense x6; Valor IncenseD x6; Tome of Silence x1	—
Beckoning Cat	1	Shop (Trade)	Gil+20%; AP+100%; PP+20%	3500	—	Lucky Charm x1; Mog's Amulet x1; Tome of Lies x2	—
Storm and Brand	1	Shop (Trade)	Physical Damage+3%; Wall Rush BRV Damage+40%; Chase BRV Damage+7%	3500	—	Muscle Belt x1; Booster x1; Tome of the Farplane x1	—
Soul of Thamasa	1	Shop (Trade)	Magic Damage+3%; Wall Rush BRV Damage+40%; Chase BRV Damage+7%	3500	—	Earring x1; Jet Engine x1; Tome of the Farplane x1	—

SPECIAL ACCESSORIES (CONT.)

NAME	RANK	ACQUISITION	ABILITIES	GIL COST	KP COST	INGREDIENTS	BREAKABILITY
Fake Mustache	1	Shop (Trade)	LUK+10; EX Core Appearance Boost	3500	—	Pendant x1; Lucky Charm x1; Tome of the Orator x1	—
Back-Breaking Straw	1	Shop (Trade)	BRV Boost on Dodge+3%; BRV Boost on Block+5%; BRV Boost on Quickmove+1%	3500	—	Zephyr Cloak x1; Heart's Ease x1; Tome of the Orator x1	—
Together As One	1	Shop (Trade)	Initial Assist Charge+40%; Assist Gauge Duration+50%; EX Force Absorption-40%	3500	—	Battle Gem x1; Entropy's Birth x5; Tome or Adventure x1	—
Side By Side	1	Shop (Trade)	Assist Gauge Charge on HP attack; EX Force Absorption Disabled; EX Gauge Freeze	3500	—	Battle Ring x1; Fal'cie Husk x5; Tome or Adventure x2	—
Mystic Guard	1	Shop (Trade)	EX Break Chance; Endure one EX Break	3500	—	Guardian Bangle x1; Xande's Hatred x5; Tome of Silence x1	—
Fiery Spirit	1	Shop (Trade)	Assist Armor; Assist Character endures one attack from opponent	3500	—	Guardian Bangle x1; Palamecian Gem x5; Tome of Silence x1	—
Miracle Shoes	1	Shop (Trade Recipe)	BRV+40; HP+200; LUK+1	3500	—	Aries Recipe x1; Rosetta Stone x1;	—
Dangerously Lucky	1	Shop (Trade Recipe)	Last Chance; Drop Rate+75%; Breaks upon use	3500	—	Gemini Recipe x1; Gnomish Bread x1; Automaton Parts x1	100
Training Ring	1	Shop (Gil Only)	BRV=0; Physical Damage-100%; Magic Damage -100%	5000	—	—	—
Valor of Qu'Bia	1	Labyrinth (Treasure Card Trade)	ATK+16; BRV+300	—	—	—	100
Patience of Qu'Bia	1	Labyrinth (Treasure Card Trade)	DEF+16; BRV+300	—	—	—	100
Spirit of Qu'Bia	1	Labyrinth (Treasure Card Trade)	Initial EX & Assist Charge+100%; Initial Bravery+300%	—	—	—	100
Free Life	1	Cannot Acquire	HP-20%	—	—	—	—
Soul of Qu'Bia	1	Labyrinth (Treasure Card Trade)	BRV Boost on Dodge, Block, Quickmove, or stage destruction	—	—	—	100
Fury of Qu'Bia	1	Labyrinth (Treasure Card Trade)	Last Chance and BRV increases by 20% of max HP near death	—	—	—	100
Shock of Qu'Bia	1	Labyrinth (Treasure Card Trade)	EX & Assist Chance; EX & Assist Gauge Depletion+100%	—	—	—	100
Hopes of Qu'Bia	1	Labyrinth (Treasure Card Trade)	Assist Gauge Charge+100%	—	—	—	100
Qu'Bia Gospel	1	Labyrinth (Treasure Card Trade)	Wall Rush Damage+100%; Wall Rush Defense+50%	—	—	—	100
Qu'Bia Crystal	1	Labyrinth (Treasure Card Trade)	EX Force Absorption+100%; EX Core Absorption+100%	—	—	—	100
Qu'Bia Tail	1	Labyrinth (Treasure Card Trade)	Drop and Battlegen Rate+100%; Gil+100%	—	—	—	100
Ruin of Qu'Bia	1	Labyrinth (Treasure Card Trade)	ATK=190	—	—	—	100
The Rotten	1	Cannot Acquire	Initial HP is 1	—	—	—	100
The Defeat	1	Cannot Acquire	Initial HP -95%	—	—	—	100
Soul of the Craven	1	Cannot Acquire	Initial BRV is 0	—	—	—	100
Soul of the Destroyer	1	Cannot Acquire	Initial BRV+2000%	—	—	—	100
Soul of the Sovereign	1	Cannot Acquire	Initial BRV+200%	—	—	—	100
Puppeteer's Wheel	1	Cannot Acquire	Initial EX Force+100%; EX Mode Duration+500%; EX Force Absorption+2000%	—	—	—	100
Troubled Soul	1	Cannot Acquire	Initial Assist Gauge Charge+100%; Assist Gauge Charge+1000%; Assist Gauge Duration+1000%	—	—	—	—
Perpetual Discord	1	Cannot Acquire	HP+50000	—	—	—	—
Eternal Discord	1	Cannot Acquire	HP+???	—	—	—	—
Endless Despair	1	Cannot Acquire	EX Mode Damage+400%; Assist Gauge Charge+50%	—	—	—	—
Cursed Ring	1	Enemy Only	Defense-50%	—	—	—	—
Diamond Necklace	1	Arcade Reward (AP+200%)	AP+200%	—	—	—	100
Diamond Studs	1	Arcade Reward (AP+100%)	AP+100%	—	—	—	100
Superstiff	1	Arcade Reward (Battlegen Rate +200%)	Battlegen Rate+200%	—	—	—	100
Superstrike	1	Arcade Reward (Battlegen Rate +400%)	Battlegen Rate+400%	—	—	—	100

TRADE ACCESSORIES

NAME	RANK	ACQUISITION	ABILITIES	GIL COST	KP COST	INGREDIENTS
Chocobo Cologne	1	Arcade Reward	—	—	—	—
Rosetta Stone	1	KP Shop	—	—	10	—
Mythril	3	Treasure Chest/KP Shop	—	—	20	—
Gold	3	Treasure Chest/KP Shop	—	—	25	—
Diamond	2	Treasure Chest/KP Shop	—	—	50	—
Crystal	1	Treasure Chest/KP Shop	—	—	30	—
Adamantite	1	KP Shop	—	—	250	—
Dragon's Tear	1	Treasure Chest	—	—	—	—
Titan's Tear	1	Treasure Chest	—	—	—	—
Samurai Spirit	1	KP Shop	—	—	250	—
Knight Lore	1	Shop (Gil Only)	—	500000	—	—
Mechanist Lore	1	Shop (Gil Only)	—	500000	—	—
Sage Lore	1	Shop (Gil Only)	—	500000	—	—
Gunner Lore	1	Shop (Gil Only)	—	500000	—	—
Samurai Lore	1	Shop (Gil Only)	—	500000	—	—
Dancer Lore	1	Shop (Gil Only)	—	500000	—	—
Chemist Lore	1	Shop (Gil Only)	—	500000	—	—
Hero's Desire	3	Battlegen (Warrior of Light)	LUK+1	—	—	—
Hero's Dream	2	Battlegen (Warrior of Light)	LUK+2	—	—	—
Hero's Hopes	1	Battlegen (Warrior of Light)	LUK+3	—	—	—
Legaiman's Desire	3	Battlegen (Firion)	LUK+1	—	—	—
Legaiman's Dream	2	Battlegen (Firion)	LUK+2	—	—	—
Legaiman's Hopes	1	Battlegen (Firion)	LUK+3	—	—	—
Youth's Desire	3	Battlegen (Onion Knight)	LUK+1	—	—	—
Youth's Dream	2	Battlegen (Onion Knight)	LUK+2	—	—	—
Youth's Hopes	1	Battlegen (Onion Knight)	LUK+3	—	—	—
Knight's Desire	3	Battlegen (Cecil)	LUK+1	—	—	—
Knight's Dream	2	Battlegen (Cecil)	LUK+2	—	—	—
Knight's Hopes	1	Battlegen (Cecil)	LUK+3	—	—	—
Wanderer's Desire	3	Battlegen (Bartz)	LUK+1	—	—	—
Wanderer's Dream	2	Battlegen (Bartz)	LUK+2	—	—	—
Wanderer's Hopes	1	Battlegen (Bartz)	LUK+3	—	—	—
Girl's Desire	3	Battlegen (Terra)	LUK+1	—	—	—
Girl's Dream	2	Battlegen (Terra)	LUK+2	—	—	—
Girl's Hopes	1	Battlegen (Terra)	LUK+3	—	—	—
Soldier's Desire	3	Battlegen (Cloud)	LUK+1	—	—	—
Soldier's Dream	2	Battlegen (Cloud)	LUK+2	—	—	—
Soldier's Hopes	1	Battlegen (Cloud)	LUK+3	—	—	—
Leo's Desire	3	Battlegen (Squall)	LUK+1	—	—	—
Leo's Dream	2	Battlegen (Squall)	LUK+2	—	—	—
Leo's Hopes	1	Battlegen (Squall)	LUK+3	—	—	—
Thief's Desire	3	Battlegen (Zidane)	LUK+1	—	—	—
Thief's Dream	2	Battlegen (Zidane)	LUK+2	—	—	—
Thief's Hopes	1	Battlegen (Zidane)	LUK+3	—	—	—
Vaan's Desire	3	Battlegen (Tidus)	LUK+1	—	—	—
Vaan's Dream	2	Battlegen (Tidus)	LUK+2	—	—	—

TRADE ACCESSORIES (CONT.)

NAME	RANK	ACQUISITION	ABILITIES	GIL COST	KP COST	INGREDIENTS
Vision's Hopes	1	Battlegen (Tidus)	LUK+3	—	—	—
Lady's Desire	3	Battlegen (Shantotto)	LUK+1	—	—	—
Lady's Dream	2	Battlegen (Shantotto)	LUK+2	—	—	—
Lady's Hopes	1	Battlegen (Shantotto)	LUK+3	—	—	—
Stalwart's Desire	3	Battlegen (Garland)	LUK+1	—	—	—
Stalwart's Dream	2	Battlegen (Garland)	LUK+2	—	—	—
Stalwart's Hopes	1	Battlegen (Garland)	LUK+3	—	—	—
Despot's Desire	3	Battlegen (The Emperor)	LUK+1	—	—	—
Despot's Dream	2	Battlegen (The Emperor)	LUK+2	—	—	—
Despot's Hopes	1	Battlegen (The Emperor)	LUK+3	—	—	—
Wraith's Desire	3	Battlegen (Cloud of Darkness)	LUK+1	—	—	—
Wraith's Dream	2	Battlegen (Cloud of Darkness)	LUK+2	—	—	—
Wraith's Hopes	1	Battlegen (Cloud of Darkness)	LUK+3	—	—	—
Warlock's Desire	3	Battlegen (Golbez)	LUK+1	—	—	—
Warlock's Dream	2	Battlegen (Golbez)	LUK+2	—	—	—
Warlock's Hopes	1	Battlegen (Golbez)	LUK+3	—	—	—
Tree's Desire	3	Battlegen (Exdeath)	LUK+1	—	—	—
Tree's Dream	2	Battlegen (Exdeath)	LUK+2	—	—	—
Tree's Hopes	1	Battlegen (Exdeath)	LUK+3	—	—	—
Harlequin's Desire	3	Battlegen (Kefka)	LUK+1	—	—	—
Harlequin's Dream	2	Battlegen (Kefka)	LUK+2	—	—	—
Harlequin's Hopes	1	Battlegen (Kefka)	LUK+3	—	—	—
Champion's Desire	3	Battlegen (Sephiroth)	LUK+1	—	—	—
Champion's Dream	2	Battlegen (Sephiroth)	LUK+2	—	—	—
Champion's Hopes	1	Battlegen (Sephiroth)	LUK+3	—	—	—
Witch's Desire	3	Battlegen (Ultimecia)	LUK+1	—	—	—
Witch's Dream	2	Battlegen (Ultimecia)	LUK+2	—	—	—
Witch's Hopes	1	Battlegen (Ultimecia)	LUK+3	—	—	—
Reaper's Desire	3	Battlegen (Kuja)	LUK+1	—	—	—
Reaper's Dream	2	Battlegen (Kuja)	LUK+2	—	—	—
Reaper's Hopes	1	Battlegen (Kuja)	LUK+3	—	—	—
Phantom's Desire	3	Battlegen (Jecht)	LUK+1	—	—	—
Phantom's Dream	2	Battlegen (Jecht)	LUK+2	—	—	—
Phantom's Hopes	1	Battlegen (Jecht)	LUK+3	—	—	—
Warrior's Desire	3	Battlegen (Gabranth)	LUK+1	—	—	—
Warrior's Dream	2	Battlegen (Gabranth)	LUK+2	—	—	—
Warrior's Hopes	1	Battlegen (Gabranth)	LUK+3	—	—	—
Discord's Desire	3	Battlegen (Chaos)	LUK+1	—	—	—
Discord's Dream	2	Battlegen (Chaos)	LUK+2	—	—	—
Discord's Hopes	1	Battlegen (Chaos)	LUK+3	—	—	—
Dragoon's Desire	3	Battlegen (Kain)	LUK+1	—	—	—
Dragoon's Dream	2	Battlegen (Kain)	LUK+2	—	—	—
Dragoon's Hopes	1	Battlegen (Kain)	LUK+3	—	—	—
Giant's Desire	3	Battlegen (Gilgamesh)	LUK+1	—	—	—
Giant's Dream	2	Battlegen (Gilgamesh)	LUK+2	—	—	—
Giant's Hopes	1	Battlegen (Gilgamesh)	LUK+3	—	—	—

NAME	RANK	ACQUISITION	ABILITIES	GIL COST	KP COST	INGREDIENTS
Brawler's Desire	3	Battlegen (Tifa)	LUK+1	—	—	—
Brawler's Dream	2	Battlegen (Tifa)	LUK+2	—	—	—
Brawler's Hopes	1	Battlegen (Tifa)	LUK+3	—	—	—
Gunner's Desire	3	Battlegen (Laguna)	LUK+1	—	—	—
Gunner's Dream	2	Battlegen (Laguna)	LUK+2	—	—	—
Gunner's Hopes	1	Battlegen (Laguna)	LUK+3	—	—	—
Summoner's Desire	3	Battlegen (Yuna)	LUK+1	—	—	—
Summoner's Dream	2	Battlegen (Yuna)	LUK+2	—	—	—
Summoner's Hopes	1	Battlegen (Yuna)	LUK+3	—	—	—
Horror's Desire	3	Battlegen (Prishe)	LUK+1	—	—	—
Horror's Dream	2	Battlegen (Prishe)	LUK+2	—	—	—
Horror's Hopes	1	Battlegen (Prishe)	LUK+3	—	—	—
Sky Pirate's Desire	3	Battlegen (Vaan)	LUK+1	—	—	—
Sky Pirate's Dream	2	Battlegen (Vaan)	LUK+2	—	—	—
Sky Pirate's Hopes	1	Battlegen (Vaan)	LUK+3	—	—	—
Flash's Desire	3	Battlegen (Lightning)	LUK+1	—	—	—
Flash's Dream	2	Battlegen (Lightning)	LUK+2	—	—	—
Flash's Hopes	1	Battlegen (Lightning)	LUK+3	—	—	—
Utter Chaos's Desire	3	Battlegen (Feral Chaos)	LUK+1	—	—	—
Utter Chaos's Dream	2	Battlegen (Feral Chaos)	LUK+2	—	—	—
Utter Chaos's Hopes	1	Battlegen (Feral Chaos)	LUK+3	—	—	—
Order of Emptiness	3	Battlegen (Order's Sanctuary)	—	—	—	—
Blackcrystal Shrine	3	Battlegen (Old Chaos Shrine)	—	—	—	—
Demon Soul	3	Battlegen (Pandaemonium)	—	—	—	—
Sealed Darkness	3	Battlegen (World of Darkness)	—	—	—	—
Moon Shine	3	Battlegen (Lunar Subterrane)	—	—	—	—
Voidshard	3	Battlegen (The Rift)	—	—	—	—
Magicite Shard	3	Battlegen (Kefka's Tower)	—	—	—	—
Mazeria	3	Battlegen (Planet's Core)	—	—	—	—
Time Warp	3	Battlegen (Ultimecia's Castle)	—	—	—	—
Star's Core	3	Battlegen (Crystal World)	—	—	—	—
Moonflow	3	Battlegen (Dream's End)	—	—	—	—
Entropy's Birth	3	Battlegen (Edge of Madness)	—	—	—	—
Promyvion Shard	3	Battlegen (Empyreal Paradox)	—	—	—	—
Sephira	3	Battlegen (Sky Fortress Bahamut)	—	—	—	—
Fal'cie Husk	3	Battlegen (Orphan's Cradle)	—	—	—	—
Palamecian Gem	3	Battlegen (Pandaemonium - Top Floor)	—	—	—	—
Kendle's Hatred	3	Battlegen (Crystal Tower)	—	—	—	—
Ghost	3	Battlegen (Phantom Train)	—	—	—	—
Wallet	3	Battlegen (M.S. Prima Vista)	—	—	—	—
Aries Recipe	1	Labyrinth Treasure Chest/KP Shop	—	—	200	—
Taurus Recipe	1	Labyrinth Treasure Chest/KP Shop	—	—	200	—
Gemini Recipe	1	Labyrinth Treasure Chest/KP Shop	—	—	200	—
Cancer Recipe	1	Labyrinth Treasure Chest/KP Shop	—	—	200	—
Leo Recipe	1	Labyrinth Treasure Chest/KP Shop	—	—	200	—
Virgo Recipe	1	Labyrinth Treasure Chest/KP Shop	—	—	200	—

TRADE ACCESSORIES (CONT.)

NAME	RANK	ACQUISITION	ABILITIES	GIL COST	KP COST	INGREDIENTS
Libra Recipe	1	Labyrinth Treasure Chest/KP Shop	—	—	200	—
Scorpio Recipe	1	Labyrinth Treasure Chest/KP Shop	—	—	200	—
Sagittarius Recipe	1	Labyrinth Treasure Chest/KP Shop	—	—	200	—
Capricorn Recipe	1	Labyrinth Treasure Chest/KP Shop	—	—	200	—
Aquarius Recipe	1	Labyrinth Treasure Chest/KP Shop	—	—	200	—
Pisces Recipe	1	Labyrinth Treasure Chest/KP Shop	—	—	200	—
Crystal Eye	1	Labyrinth Treasure Chest	—	—	—	—
Warg Collar	1	Labyrinth Treasure Chest	—	—	—	—
Wild Rose	1	Labyrinth Treasure Chest	—	—	—	—
Wyvern Egg	1	Labyrinth Treasure Chest	—	—	—	—
Noah's Lute	1	Labyrinth Treasure Chest	—	—	—	—
Snowish Bread	1	Labyrinth Treasure Chest	—	—	—	—
Carnelian Signet	1	Labyrinth Treasure Chest	—	—	—	—
Whisperweed	1	Labyrinth Treasure Chest	—	—	—	—
Dragon Seal	1	Labyrinth Treasure Chest	—	—	—	—
Omega Bottle	1	Labyrinth Treasure Chest	—	—	—	—
Behemoth Fish	1	Labyrinth Treasure Chest	—	—	—	—
Instrumentum	1	Labyrinth Treasure Chest	—	—	—	—
Snowboard	1	Labyrinth Treasure Chest	—	—	—	—
Shiva Card Key	1	Labyrinth Treasure Chest	—	—	—	—
Crystal Fan	1	Labyrinth Treasure Chest	—	—	—	—
EF Elixir	1	Labyrinth Treasure Chest	—	—	—	—
Chocograph	1	Labyrinth Treasure Chest	—	—	—	—
Strategy Guide	1	Labyrinth Treasure Chest	—	—	—	—
Spoons	1	Labyrinth Treasure Chest	—	—	—	—
Ki-Ghost Ramen	1	Labyrinth Treasure Chest	—	—	—	—
Automaton Parts	1	Labyrinth Treasure Chest	—	—	—	—
Methicite	1	Labyrinth Treasure Chest	—	—	—	—
Pebble	4	Treasure Chest/KP Shop	—	—	2	—
Pebble	4	Treasure Chest/KP Shop	—	—	2	—
Pebble	4	Treasure Chest/KP Shop	—	—	2	—
Pebble	4	Treasure Chest/KP Shop	—	—	2	—
Pebble	4	Treasure Chest/KP Shop	—	—	2	—
Pebble	4	Treasure Chest/KP Shop	—	—	2	—
Pebble	4	Treasure Chest/KP Shop	—	—	2	—
Pebble	4	Treasure Chest/KP Shop	—	—	2	—
Pebble	4	Treasure Chest/KP Shop	—	—	2	—
Pebble	4	Treasure Chest/KP Shop	—	—	2	—
Tome of Memories	2	Labyrinth Treasure Chest	—	—	—	—
Tome of Mysteries	2	Labyrinth Treasure Chest	—	—	—	—
Tome of Lies	2	Labyrinth Treasure Chest	—	—	—	—
Tome of the Fortress	2	Labyrinth Treasure Chest	—	—	—	—
Tome of Men	2	Labyrinth Treasure Chest	—	—	—	—
Tome of Science	2	Labyrinth Treasure Chest	—	—	—	—
Tome of the Gratis	2	Labyrinth Treasure Chest	—	—	—	—
Tome of Movement	2	Labyrinth Treasure Chest	—	—	—	—

NAME	RANK	ACQUISITION	ABILITIES	GIL COST	KP COST	INGREDIENTS
Rusted Metal	4	Treasure Chest/Trade	—	10	—	Dusty Elixir x1
Shiny Metal	4	Treasure Chest/Trade	—	10	—	Dusty Elixir x2
Opal Ore	3	Treasure Chest/Trade	—	10	—	Dusty Elixir x3
Nansha Ore	3	KP Shop/Trade	—	10	100	Elixir x1
Gold Sand	2	KP Shop/Trade	—	10	100	Elixir x2
Crescent Steel	2	KP Shop/Trade	—	10	100	Elixir x3
Darkened Ingot	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x2
Brass Ingot	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x3
Elvaan Metal	1	Labyrinth Treasure Chest/Trade	—	10	—	Megalixir x2
Figure Gravel	4	Treasure Chest/Trade	—	10	—	Dusty Elixir x1
Yagudo Mask/ Gravel	4	Treasure Chest/Trade	—	10	—	Dusty Elixir x2
Basilisk Petrite	3	Treasure Chest/Trade	—	10	—	Dusty Elixir x3
Gargoyle Petrite	3	KP Shop/Trade	—	10	100	Elixir x1
Fungoid Stone	2	KP Shop/Trade	—	10	100	Elixir x2
Golem Stone	2	KP Shop/Trade	—	10	100	Elixir x3
Gorgon Eye	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x2
Cerberus Eye	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x3
Snapper	1	Labyrinth Treasure Chest/Trade	—	10	—	Megalixir x2
Mithra Tooth	4	Treasure Chest/Trade	—	10	—	Dusty Elixir x1
Bronze Tooth	4	Treasure Chest/Trade	—	10	—	Dusty Elixir x2
Wamoura Claw	3	Treasure Chest/Trade	—	10	—	Dusty Elixir x3
Silver Lobo Claw	3	KP Shop/Trade	—	10	100	Elixir x1
Sphinx Fang	2	KP Shop/Trade	—	10	100	Elixir x2
Cerberus Fang	2	KP Shop/Trade	—	10	100	Elixir x3
Lamia Horn	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x2
Behemoth Horn	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x3
Shinryu Claw	1	Labyrinth Treasure Chest/Trade	—	10	—	Megalixir x2
Chocobo Chick Feather	4	Treasure Chest/Trade	—	10	—	Dusty Elixir x1
Chocobo Feather	4	Treasure Chest/Trade	—	10	—	Dusty Elixir x2
Shinryu Fragment	3	Treasure Chest/Trade	—	10	—	Dusty Elixir x3
Skull Knight Shard	3	KP Shop/Trade	—	10	100	Elixir x1
Lindworm's Bone	2	KP Shop/Trade	—	10	100	Elixir x2
Dragon Lich Bone	2	KP Shop/Trade	—	10	100	Elixir x3
Bismarck Spore	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x2
Sydra Spore	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x3
Omega Skeleton	1	Labyrinth Treasure Chest/Trade	—	10	—	Megalixir x2
Mandragora Twig	4	Treasure Chest/Trade	—	10	—	Dusty Elixir x1
Ahriman Twig	4	Treasure Chest/Trade	—	10	—	Dusty Elixir x2
Ruffesia Vine	3	Treasure Chest/Trade	—	10	—	Dusty Elixir x3
Yagudo Branch	3	KP Shop/Trade	—	10	100	Elixir x1
Mandragora Timber	2	KP Shop/Trade	—	10	100	Elixir x2
Colibri Timber	2	KP Shop/Trade	—	10	100	Elixir x3
Maple Log	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x2
Elder Log	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x3
Ash Tree	1	Labyrinth Treasure Chest/Trade	—	10	—	Megalixir x2
Fish Membrane	4	Treasure Chest/Trade	—	10	—	Dusty Elixir x1

TRADE ACCESSORIES (CONT.)

NAME	RANK	ACQUISITION	ABILITIES	GIL COST	KP COST	INGREDIENTS
Black Flan Membrane	4	Treasure Chest/Trade	—	10	—	Dusty Elixir x2
Sahagin Skin	3	Treasure Chest/Trade	—	10	—	Dusty Elixir x3
Lizardman Skin	3	KP Shop/Trade	—	10	100	Elixir x1
Coeurl Hide	2	KP Shop/Trade	—	10	100	Elixir x2
Chimera Hide	2	KP Shop/Trade	—	10	100	Elixir x3
Behemoth Leather	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x2
Hundbane Leather	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x3
Demonic Book Leather	1	Labyrinth Treasure Chest/Trade	—	10	—	Megalixir x2
Glossy Beetle	4	Treasure Chest/Trade	—	10	—	Dusty Elixir x1
Gerba Beetle	4	Treasure Chest/Trade	—	10	—	Dusty Elixir x2
Ore	3	Treasure Chest/Trade	—	10	—	Dusty Elixir x3
Polished Ore	3	KP Shop/Trade	—	10	100	Elixir x1
Floating Continent Gem	2	KP Shop/Trade	—	10	100	Elixir x2
Elemental Jewel	2	KP Shop/Trade	—	10	100	Elixir x3
Behemoth's Gem	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x2
Gogmen Gem	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x3
Huge Materia	1	Labyrinth Treasure Chest/Trade	—	10	—	Megalixir x2
Fish Scale	4	Treasure Chest/Trade	—	10	50	Dusty Elixir x1
Gelatinous Fish Scale	4	Treasure Chest/Trade	—	10	50	Dusty Elixir x2
Aged Turtle Shell	3	Treasure Chest/Trade	—	10	50	Dusty Elixir x3
Ancient Turtle Shell	3	KP Shop/Trade	—	10	100	Elixir x1
Scorpion Shell	2	KP Shop/Trade	—	10	100	Elixir x2
Gastromasma Shell	2	KP Shop/Trade	—	10	100	Elixir x3
Tanacha Husk	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x2
Tiamat Carapace	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x3
Eden's Eyelash	1	Labyrinth Treasure Chest/Trade	—	10	—	Megalixir x2
Zombie Rag	4	Treasure Chest/Trade	—	10	50	Dusty Elixir x1
Ghost Rag	4	Treasure Chest/Trade	—	10	50	Dusty Elixir x2
Fine Cloth	3	Treasure Chest/Trade	—	10	50	Dusty Elixir x3
Silky Cloth	3	KP Shop/Trade	—	10	100	Elixir x1
Wolky Fabric	2	KP Shop/Trade	—	10	100	Elixir x2
Tcoeo Fabric	2	KP Shop/Trade	—	10	100	Elixir x3
Siren's Veil	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x2
Shiva's Veil	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x3
Soldat Army Rag	1	Labyrinth Treasure Chest/Trade	—	10	—	Megalixir x2
Mu Fur	4	Treasure Chest/Trade	—	10	50	Dusty Elixir x1
Moogle Fur	4	Treasure Chest/Trade	—	10	50	Dusty Elixir x2
Cockatrice Feather	3	Treasure Chest/Trade	—	10	50	Dusty Elixir x3
Zu Feather	3	KP Shop/Trade	—	10	100	Elixir x1
Lamia's Locks	2	KP Shop/Trade	—	10	100	Elixir x2
Queen Lamia's Locks	2	KP Shop/Trade	—	10	100	Elixir x3
Ixion's Mane	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x2
Shiyan's Mane	1	Labyrinth Treasure Chest/Trade	—	10	—	Hi-Elixir x3
Kirya's Beard	1	Labyrinth Treasure Chest/Trade	—	10	—	Megalixir x2
Guiding Light	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Wheel of Darkness	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3

NAME	RANK	ACQUISITION	ABILITIES	GIL COST	KP COST	INGREDIENTS
The Youth's Dream	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Lust for Power	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Onion	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Roaming Clouds	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Twin Form	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Lone Heart	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Splendor of the Wind	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Power of the Void	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Veiled Magic	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Fanatic's Lair	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
True Past	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Life of the Planet	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Unshelled Bullet	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Gears of Time	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Theater Ticket	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
God of Destruction	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Earth's Breath	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Medal of Honor	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Boiling Blood	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Gates of Judgment	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Pride of Teachers	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Eckody Feather	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Stretchy Boxers	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Toe Jam Tragedy	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Braska's Sphere	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Tetragonos	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Cahaba Lilies	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Survival Knife	1	Labyrinth Treasure Chest/Trade	—	3500	—	Megalixir x3
Scarletite	2	Labyrinth Treasure Chest/Trade	—	3500	—	Elixir x3
Electrum	2	Labyrinth Treasure Chest/Trade	—	3500	—	Hi-Elixir x3
Growth Seed	4	Break pebbles	—	—	—	—
Pink Tail	1	Treasure Chest/KP Shop	—	—	200	—
Dusty Elixir	3	Arcade Reward/KP Shop	—	—	25	—
Elixir	2	Arcade Reward/KP Shop	—	—	50	—
Hi-Elixir	2	Arcade Reward/KP Shop	—	—	75	—
Megalixir	1	Arcade Reward/KP Shop	—	—	100	—
Gear Collection	1	KP Shop	—	—	150	—
Joy of Conflict	1	Labyrinth	—	—	—	—
Rage of Conflict	1	Labyrinth	—	—	—	—
Sorrow of Conflict	1	Labyrinth	—	—	—	—
Delight of Conflict	1	Labyrinth	—	—	—	—
Medical Flower	1	Prologus DLC Exclusive	—	—	—	—
Bronze Angel	2	Treasure Chest/Arcade Reward	—	—	—	—
Silver Angel	1	Treasure Chest/Arcade Reward	—	—	—	—
Gold Angel	1	Treasure Chest/ Arcade Reward/Trade	—	1	—	Silver Angel x5

SECRETS

ARCADE REWARDS

Battling in Arcade Mode allows you to make use of either preset characters or your own customized characters in one of three different courses; a Quick three-enemy battle, a Standard length five man fight, or Time Attack, against ten opponents.

Completing Arcade Mode allows you to receive a variety of rewards, including 1000, 8000, or 10000 gil, or one of the following items:

ARCADE MODE REWARDS

Chocobo Down, Chocobo Wing, Chocobo Feather, Diamond Studs, Diamond Necklace, Diamond Ring, Dusty Elixir, Elixir, Hi-Elixir, Megalixir, Superstiff, Supershine, Chocobo Cologne, Bronze Angel, Silver Angel, Gold Angel

REPORTS

Reports are special side-stories that are unlocked by completing various parts of Story Mode.

Each report gives you a bit of insight into the back story of Dissidia, through short stories and brief in-game vignettes. A few allow you to take place in battles within these Reports.

SCENARIO 012

REPORT #	UNLOCK CONDITION
1	Clear Chapter 1
2	Clear Chapter 2
3	Clear Chapter 4
4	Clear Chapter 6
5	Clear Chapter 7
6	Complete Chapter 8 up to Kain leaving
7	Clear Chapter 8

SCENARIO 013

REPORT #	UNLOCK CONDITION
8	Clear Prologue
9	Clear Chapter 2
10	Clear Chapter 5
11	Clear Chapter 6
12	Clear Chapter 9
13	Defeat Exdeath in the Epilogue
14	Defeat Kefka in the Epilogue
15	Defeat Kuja in the Epilogue
16	Defeat Golbez in the Epilogue
17	Defeat Jecht in the Epilogue

SCENARIO 000

REPORT #	UNLOCK CONDITION
18	Complete Chasm in the Rotting Land
19	Complete Southern Lufenia Gateway
20	Complete Edge of Discord

ACCOMPLISHMENTS

There are 100 Accomplishments that you can attempt in Dissidia 012[duodecim] Final Fantasy. Each accomplishment is typically a straightforward task that you must complete, usually in combat. Doing so grants a small reward—most Accomplishments give you new Player Icons for your Player Card, but some give accessories, which is a nice bonus.

The following list summarizes all 100 Accomplishments in the game, and there is also some additional information on how to complete the final 10 Accomplishments—the game only gives cryptic hints about these tasks.

ACCOMPLISHMENTS

#	NAME	CONDITION
1	012—Prologue	Clear 012 Prologue—Path to Sanctuary.
2	012—Chapter 1	Clear 012 Chapter 1—A New Threat.
3	012—Chapter 2	Clear 012 Chapter 2—Stern Eyes.
4	012—Chapter 3	Clear 012 Chapter 3—Clues.
5	012—Chapter 4	Clear 012 Chapter 4—Where Memories Wait.
6	012—Chapter 5	Clear 012 Chapter 5—Decision.
7	012—Chapter 6	Clear 012 Chapter 6—Indiscernible Truth.
8	012—Chapter 7	Clear 012 Chapter 7—Ally.
9	012—Epilogue	Clear 012 Epilogue—An Undocumented Battle.
10	KP Baron	Earn a total of 500 KP.
11	KP Millionaire	Earn at least 40 KP in a single gateway.
12	Chain Czar	Use at least 100 chains.
13	Chain Striker	Achieve a chain count of 6.
14	Treasure Hunter	Open at least 200 treasure chests.
15	High Stakes	Achieve a level difference of 10 with the bonus line.
16	Excavator	Clear dungeons at least 100 times.
17	013—Prologue	Clear 013 Prologue.
18	013—Epilogue Challenger	Clear 013 Chapters 1-10.

#	NAME	CONDITION
19	013—Epilogue	Clear 013 Epilogue.
20	Legionnaire	Clear Land of the Stolen Crown.
21	Time Keeper	Clear Chasm in the Rotting Land.
22	Mark of a Lady	Clear Curses and Hopes of Yore.
23	Ravager	Clear Southern Lufenia Gateway.
24	Gaia Shard	Clear The Forsaken Lands.
25	Lufenian Chime	Clear Dreams of a Flying Castle.
26	The Dragon King	Clear The Dragon King's Gateway.
27	Miracle Worker	Clear Edge of Discord.
28	Bookworm	Obtain at least 10 reports.
29	Arcade Rat	Clear Arcade Mode at least 5 times.
30	Time Attacker	Clear an Arcade Mode Time Attack within 900 seconds.
31	I Love a Brawl	Participate in at least 500 battles.
32	The Road to Conquest	Win at least 500 battles.
33	World Champs	Win at least 50 party battles.
34	Battle 'Em All	Fight as every character.
35	World Warrior	Fight on every stage.
36	Hard Habit to Break	Play for at least 30 hours.
37	Time for Some Action	Battle for at least 20 hours.
38	Two Piece and a Biscuit	Deal at least 1,000,000 points of damage.
39	The Most Valiant of All	Gain at least 2,000,000 points of bravery.
40	Test One's Mettle	Deliver at least 10,000 bravery attacks.
41	Hit Where It Hurts	Deliver at least 10,000 HP attacks.
42	Impenetrable Defense	Successfully block at least 1,000 blows.
43	Artful Dodger	Successfully dodge at least 2,000 times.
44	Core Blimey	Collect at least 200 EX Cores.
45	Modus EX-perandi	Enter EX Mode at least 100 times.
46	Out for Revenge	Use EX Revenge at least 100 times.
47	Rejuvenation	Regenerate at least 100,000 HP.
48	Go Out With a Bang	Finish a match with an EX Burst at least 30 times.
49	Road Trip	Travel at least 150 kilometers.
50	Tag-Team	Deliver at least 500 assist attacks.
51	Suckerpunch	Deal at least 100,000 points of damage with assist attacks.
52	Bravery Bandits	Gain at least 100,000 from bravery assist attacks.
53	Shilly-shally	Change Assists at least 100 times.
54	On the Level	Have all characters reach level 50.
55	Greenhorn	Reach the goal to the Greenhorn Labyrinth route.
56	Intermediary	Reach the goal to the Intermediary Labyrinth route.
57	Virtuoso	Reach the goal to the Virtuoso Labyrinth route.
58	Item Collector	Obtain at least 50 types of Labyrinth items.
59	Goal Getter	Reach the Labyrinth goal at least 15 times.
60	Marathon	Explore at least 70% of the Labyrinth.

#	NAME	CONDITION
61	One for the Record Books	Achieve 20 consecutive wins in the Labyrinth.
62	Pugilist Pointillist	Earn 5,000 points in the Labyrinth.
63	Hope They're All Gold	Win at least 1,000 medals in the Labyrinth.
64	Referee	Create a Group Battle room.
65	Taskmaster	Create an original quest.
66	Magistrate	Create an original rule.
67	A Fistful of Gil	Receive at least 1,000,000 gil.
68	It's Got AP-peal	Receive at least 30,000 AP.
69	Bonus Round	Have a successful AP bonus at least 100 times.
70	PP Baron	Earn at least 5,000 PP.
71	Master of Disguise	Obtain alternate look of all characters.
72	Jacks of All Trades	Master more than 150 abilities.
73	Loaded for Bear	Obtain at least 100 items outside of the Shop.
74	Fashion Conscious	Obtain at least 200 accessories outside of the Shop.
75	A Little Help from My Friends	Obtain at least 30 summons.
76	Mass Production	Battlegen at least 300 times.
77	Battlegenesis Does	Battlegen an item from each character.
78	Productive Battling	In one battle, create 4 accessories.
79	Boosteriffic!	Booster accessory multiplier at least 20.
80	Bull in a China Shop	Break at least 20 accessories.
81	'Tis Better to Receive	Obtain at least 30 dropped items.
82	The Blessings of Mercantilism	Trade at least 100 times.
83	Cutting Losses	Spend at least 100,000 gil on trade goods after materials cost.
84	Special Delivery	Receive at least 20 letters from moogles.
85	The Daily Grind	Play for at least 5 days straight.
86	A Long Road	From starting the game, have at least 30 days pass.
87	Restocker's Paradise	Shop stock percentage at least 70%.
88	Hey, Big Spender	Spend at least 1,000,000 gil at the shop.
89	Catalog Shopper	Spend at least 3,000 PP in the PP Catalog.
90	Collect Them All!	PP Catalog at least 80% complete.
91	Travelling Minstrel	Hint: No matter how long it takes to meet you.
92	Best Customer Kupo	Hint: A secret shop.
93	Junkyard Diver	Hint: Ring ring.
94	Queller	Hint: The monster's gravestone.
95	Limit Breaker	Hint: Strength.
96	Praemonitus	Hint: Forgotten treasure.
97	Magnus	Hint: An unsurmountable triumph alone.
98	Odyssey	Hint: Something was happening.
99	Gambler	Hint: Risky kupo.
100	Historian	Hint: Lufenian Lute.

SPECIAL ACCOMPLISHMENT HINTS

#	SPECIAL CONDITION
91	Enter Communications Mode 100 times.
92	Find hidden KP Shop.
93	Successfully acquire Utter Chaos's Hope.
94	Defeat Feral Chaos 10 times.
95	Defeat an enemy above level 110.

#	SPECIAL CONDITION
96	Earn 500 items in your tent/cottage.
97	Get 30 or more SSS-ranked Friend Card ghosts.
98	Play all sub-scenarios.
99	Earn 500 KP in one gateway.
100	Acquire all 20 reports.

MOOGLE SHOPS

Scattered about the world map in each of the three Story Mode Scenarios are friendly Moogle Shops. These Moogles accept KP (Kupo) credit in exchange for valuable equipment, Summonstones, and battle skills.

The shops that you can access in each Scenario vary. So, you can track down the items you want by looking through these lists, then checking the world map to find where (and in what Scenario) your preferred shop is located.

WORLD MAP: MOOGLE SHOPS

KEY

1. CORNELIA PLAINS
2. MELMOND FENS
3. ELVEN SNOWFIELDS
4. ANCIENT VOLCANO RING - GULG
5. MIRAGE SANDSEA
6. BAHAMUT ISLES
7. LAND OF DISCORD

MOOGLE SHOP

APPEARS ONLY IN MAIN SCENARIO 000

9* APPEARS ONLY IN CHAPTER 5 (013)

10* APPEARS ONLY IN CHAPTER 10 (013)

MOOGLE 1

CHAPTER 1 (S012), CHAPTER 4 & 5 & 6 (S013)

MOOGLE SHOP 1 (NEAR GATEWAY OF FOOLS AND HOPE)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Flametongue 60KP	[HP] HP = 100% 15KP	Ultros 20KP	Round Chain 4KP
Icebrand 200KP	[HP] HP ≤ 50% 40KP	Bomb 20KP	Jump Chain 6KP
Main Gauche 60KP	[HP] HP ≤ 25% 40KP	Typhon 40KP	Straight Chain 8KP
Mage Masher 200KP	Valor Incense 5KP	Ifrit 50KP	Cross Chain 8KP
Flamberge 60KP	Valor Resin 10KP	Brynhildr 120KP	Multichain 10KP
Zweihander 200KP	Arcane Incense 5KP	—	Jump 6KP
Flame Shield 60KP	Arcane Resin 10KP	—	KP Switch 8KP
Ice Shield 200KP	Destruction Incense 5KP	—	Cure 20KP
Barbut 60KP	Destruction Resin 10KP	—	Curaga 50KP
Winged Helm 200KP	Patience Incense 5KP	—	Raise 50KP

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Flame Lance 60KP	Patience Resin 10KP	—	—
Ice Lance 200KP	Life Incense 5KP	—	—
Tomahawk 60KP	Life Resin 10KP	—	—
Dwarven Axe 200KP	Mystery Incense 5KP	—	—
Flame Rod 60KP	Mystery Resin 10KP	—	—
Ice Rod 200KP	Friendship Incense 5KP	—	—
Flamescepter 60KP	Friendship Resin 10KP	—	—
Snowscepter 200KP	Rosetta Stone 10KP	—	—
Flame Armor 60KP	—	—	—
Ice Armor 200KP	—	—	—

MOOGLE 2

CHAPTER 2 & 7 (S012), CHAPTER 3 (S013)

MOOGLE SHOP 2 (NEAR SNOW OF SORROW)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Flametongue 60KP	[Opponent] HP = 100% 40KP	Mandragora 20KP	Round Chain 4KP
Icebrand 200KP	[Opponent] HP ≤ 50% 40KP	Tonberry 30KP	Jump Chain 6KP
Main Gauche 60KP	[Opponent] HP ≤ 25% 40KP	Cactuar 60KP	Straight Chain 8KP
Mage Masher 200KP	Valor Incense 5KP	Malboro 60KP	Cross Chain 8KP
Flamberge 60KP	Valor Resin 10KP	—	Multichain 10KP
Zweihander 200KP	Arcane Incense 5KP	—	Jump 6KP
Flame Lance 60KP	Arcane Resin 10KP	—	KP Switch 8KP
Ice Lance 200KP	Destruction Incense 5KP	—	Cure 20KP
Tomahawk 60KP	Destruction Resin 10KP	—	Curaga 50KP
Dwarven Axe 200KP	Patience Incense 5KP	—	Raise 50KP

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Flame Rod 60KP	Patience Resin 10KP	—	—
Ice Rod 200KP	Life Incense 5KP	—	—
Flamescepter 60KP	Life Resin 10KP	—	—
Snowscepter 200KP	Mystery Incense 5KP	—	—
Flame Shield 60KP	Mystery Resin 10KP	—	—
Ice Shield 200KP	Friendship Incense 5KP	—	—
Barbut 60KP	Friendship Resin 10KP	—	—
Winged Helm 200KP	Rosetta Stone 10KP	—	—
Flame Armor 60KP	—	—	—
Ice Armor 200KP	—	—	—

MOOGLE 3

CHAPTER 3 (S012), CHAPTER 2 (S013)

MOOGLE SHOP 3 (NEAR GATEWAY OF DECAY)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Flametongue 60KP	[Bravery] BRV = 0	Magus Sisters 30KP	Round Chain 4KP
Icebrand 200KP	[Bravery] No BRV Damage	Demon Wall 30KP	Jump Chain 6KP
Main Gauche 60KP	Valor Incense 5KP	Magic Pot 40KP	Straight Chain 8KP
Mage Masher 200KP	Valor Resin 10KP	Calcabrina 120KP	Cross Chain 8KP
Flamberge 60KP	Arcane Incense 5KP	—	Multichain 10KP
Zweihander 200KP	Arcane Resin 10KP	—	Jump 6KP
Flame Shield 60KP	Destruction Incense 5KP	—	KP Switch 8KP
Ice Shield 200KP	Destruction Resin 10KP	—	Cure 20KP
Barbut 60KP	Patience Incense 5KP	—	Curaga 50KP
Winged Helm 200KP	Patience Resin 10KP	—	Raise 50KP

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Flame Lance 60KP	Life Incense 5KP	—	—
Ice Lance 200KP	Life Resin 10KP	—	—
Tomahawk 60KP	Mystery Incense 5KP	—	—
Dwarven Axe 200KP	Mystery Resin 10KP	—	—
Flame Rod 60KP	Friendship Incense 5KP	—	—
Ice Rod 200KP	Friendship Resin 10KP	—	—
Flamescepter 60KP	Rosetta Stone 10KP	—	—
Snowscepter 200KP	—	—	—
Flame Armor 60KP	—	—	—
Ice Armor 200KP	—	—	—

MOOGLE 4

CHAPTER 4 (S012), CHAPTER 2 (S013)

MOOGLE SHOP 4 (NEAR NORTH MELMOND GATEWAY)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Flame Rod 60KP	[EX] Full EX Gauge 100KP	Titan 80KP	Round Chain 4KP
Ice Rod 200KP	[EX] Empty EX Gauge 100KP	Atomos 80KP	Jump Chain 6KP
Flamescepter 60KP	[Assist] Full Assist Gauge 40KP	Iron Giant 80KP	Straight Chain 8KP
Snowscepter 200KP	[Assist] Empty Assist Gauge 100KP	Land Worm 120KP	Cross Chain 8KP
Flametongue 60KP	[EX] Full EX & Assist Gauge 100KP	—	Multichain 10KP
Icebrand 200KP	Valor Incense 5KP	—	Jump 6KP
Main Gauche 60KP	Valor Resin 10KP	—	KP Switch 8KP
Mage Masher 200KP	Arcane Incense 5KP	—	Cure 20KP
Flamberge 60KP	Arcane Resin 10KP	—	Curaga 50KP
Zweihander 200KP	Destruction Incense 5KP	—	Raise 50KP
Flame Lance 60KP	Destruction Resin 10KP	—	—

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Ice Lance 200KP	Patience Incense 5KP	—	—
Tomahawk 60KP	Patience Resin 10KP	—	—
Dwarven Axe 200KP	Life Incense 5KP	—	—
Flame Shield 60KP	Life Resin 10KP	—	—
Ice Shield 200KP	Mystery Incense 5KP	—	—
Barbut 60KP	Mystery Resin 10KP	—	—
Winged Helm 200KP	Friendship Incense 5KP	—	—
Flame Armor 60KP	Friendship Resin 10KP	—	—
Ice Armor 200KP	Rosetta Stone 10KP	—	—

MOOGLE 5

CHAPTER 5 (S012), PROLOGUE (S013), MAIN SCENARIO 000

MOOGLE SHOP 5 (NEAR FORSAKEN KINGDOM)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS	LIMITED ARRIVAL ACCESSORIES	LIMITED ARRIVAL SUMMONSTONES	LIMITED ARRIVAL SKILLS
—	Pebble 2KP	—	—	[Combat] Pre-Air Dash 200KP	Behemoth 50KP	Banish/Death 10KP
—	—	—	—	[Combat] Pre-EX Mode 200KP	PuPu 50KP	KP Bonus 10KP
—	—	—	—	[Combat] Pre-EX Revenge 200KP	Ultima, the High Seraph 150KP	—
—	—	—	—	[ETC] Weaponless 115KP	Gilgamesh 1KP	—
—	—	—	—	[ETC] Gloveless 180KP	—	—
—	—	—	—	[ETC] Hatless 140KP	—	—
—	—	—	—	[ETC] Armorless 115KP	—	—
—	—	—	—	[Level] Level Gap ≥ 90 180KP	—	—
—	—	—	—	Dusty Elixir 25KP	—	—
—	—	—	—	Elixir 50KP	—	—
—	—	—	—	Hi-Elixir 75KP	—	—
—	—	—	—	Megalixir 100KP	—	—

MOOGLE 6

CHAPTER 6 & 7 (S012), CHAPTER 3 & 6 & 9 (S013)

MOOGLE SHOP 6 (NEAR RYUKAHN GATEWAY)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Flametongue 60KP	[Position] Grounded 40KP	Asura 20KP	Round Chain 4KP
Icebrand 200KP	[Position] Aerial 40KP	Ramuh 30KP	Jump Chain 6KP
Main Gauche 60KP	Valor Incense 5KP	Deathgaze 40KP	Straight Chain 8KP
Mage Masher 200KP	Valor Resin 10KP	Carbuncle 50KP	Cross Chain 8KP
Flamberge 60KP	Arcane Incense 5KP	—	Multichain 10KP
Zweihander 200KP	Arcane Resin 10KP	—	Jump 6KP
Flame Lance 60KP	Destruction Incense 5KP	—	KP Switch 8KP
Ice Lance 200KP	Destruction Resin 10KP	—	Cure 20KP
Flame Shield 60KP	Patience Incense 5KP	—	Curaga 50KP
Ice Shield 200KP	Patience Resin 10KP	—	Raise 50KP

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Barbut 60KP	Life Incense 5KP	—	—
Winged Helm 200KP	Life Resin 10KP	—	—
Flame Armor 60KP	Mystery Incense 5KP	—	—
Ice Armor 200KP	Mystery Resin 10KP	—	—
Tomahawk 60KP	Friendship Incense 5KP	—	—
Dwarven Axe 200KP	Friendship Resin 10KP	—	—
Flame Rod 60KP	Rosetta Stone 10KP	—	—
Ice Rod 200KP	—	—	—
Flamescepter 60KP	—	—	—
Snowscepter 200KP	—	—	—

MOOGLE 7

EPILOGUE (S012)

MOOGLE SHOP 7 (ENTER BAHAMUT ISLES, GO LEFT)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
—	[Level] Level Gap ≥ 10 40KP	Lich 100KP	Round Chain 4KP
—	[Level] Level Gap ≥ 20 60KP	Marilith 100KP	Jump Chain 6KP
—	[Level] Level Gap ≥ 30 80KP	Kraken 100KP	Straight Chain 8KP
—	[Level] Level Gap ≥ 40 100KP	Tiamat 100KP	Cross Chain 8KP
—	[Level] Level Gap ≥ 60 170KP	Zalera, the Death Seraph 120KP	Multichain 10KP
—	[Level] Level Gap ≥ 70 230KP	—	Jump 6KP
—	[Level] Level Gap ≥ 80 280KP	—	KP Switch 8KP
—	Valor Incense 5KP	—	Cure 20KP
—	Valor Resin 10KP	—	Curaga 50KP
—	Arcane Incense 5KP	—	Raise 50KP
—	Arcane Resin 10KP	—	—
—	Destruction Incense 5KP	—	—
—	Destruction Resin 10KP	—	—
—	Patience Incense 5KP	—	—

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
—	Patience Resin 10KP	—	—
—	Life Incense 5KP	—	—
—	Life Resin 10KP	—	—
—	Mystery Incense 5KP	—	—
—	Mystery Resin 10KP	—	—
—	Friendship Incense 5KP	—	—
—	Friendship Resin 10KP	—	—
—	Rosetta Stone 10KP	—	—
—	Fish Scale 50KP	—	—
—	Delicious Fish Scale 50KP	—	—
—	Zombie Rag 50KP	—	—
—	Ghost Rag 50KP	—	—
—	Mu Fur 50KP	—	—
—	Moogle Fur 50KP	—	—

MOOGLE 8
EPILOGUE (S012, S013)

MOOGLE SHOP 8 (NEAR TO A FOREIGN WORLD)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
—	[Level] Level Gap ≥ 10 40KP	Lich 100KP	Round Chain 4KP
—	[Level] Level Gap ≥ 20 60KP	Marilith 100KP	Jump Chain 6KP
—	[Level] Level Gap ≥ 30 80KP	Kraken 100KP	Straight Chain 8KP
—	[Level] Level Gap ≥ 40 100KP	Tiamat 100KP	Cross Chain 8KP
—	[Level] Level Gap ≥ 60 170KP	Zalera, the Death Seraph 120KP	Multichain 10KP
—	[Level] Level Gap ≥ 70 230KP	—	Jump 6KP
—	[Level] Level Gap ≥ 80 280KP	—	KP Switch 8KP
—	Valor Incense 5KP	—	Cure 20KP
—	Valor Resin 10KP	—	Curaga 50KP
—	Arcane Incense 5KP	—	Raise 50KP
—	Arcane Resin 10KP	—	—
—	Destruction Incense 5KP	—	—
—	Destruction Resin 10KP	—	—
—	Patience Incense 5KP	—	—

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
—	Patience Resin 10KP	—	—
—	Life Incense 5KP	—	—
—	Life Resin 10KP	—	—
—	Mystery Incense 5KP	—	—
—	Mystery Resin 10KP	—	—
—	Friendship Incense 5KP	—	—
—	Friendship Resin 10KP	—	—
—	Rosetta Stone 10KP	—	—
—	Fish Scale 50KP	—	—
—	Delicious Fish Scale 50KP	—	—
—	Zombie Rag 50KP	—	—
—	Ghost Rag 50KP	—	—
—	Mu Fur 50KP	—	—
—	Moogle Fur 50KP	—	—

MOOGLE 9
CHAPTER 1 & 5 & 10 (S013)

MOOGLE 9 (NEAR PRAVOKA GATEWAY)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Flametongue 60KP	[Opponent] Pre-Bravery Damage 30KP	Shiva 30KP	Round Chain 4KP
Icebrand 200KP	[Opponent] Pre-HP Damage	Alexander 50KP	Jump Chain 6KP
Flamberge 60KP	Valor Incense 5KP	Chocobo 60KP	Straight Chain 8KP
Zweihander 200KP	Valor Resin 10KP	—	Cross Chain 8KP
Flame Lance 60KP	Arcane Incense 5KP	—	Multichain 10KP
Ice Lance 200KP	Arcane Resin 10KP	—	Jump 6KP
Flame Shield 60KP	Destruction Incense 5KP	—	KP Switch 8KP
Ice Shield 200KP	Destruction Resin 10KP	—	Cure 20KP
Barbut 60KP	Patience Incense 5KP	—	Curaga 50KP
Winged Helm 200KP	Patience Resin 10KP	—	Raise 50KP

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Main Gauche 60KP	Life Incense 5KP	—	—
Mage Masher 200KP	Life Resin 10KP	—	—
Tomahawk 60KP	Mystery Incense 5KP	—	—
Dwarven Axe 200KP	Mystery Resin 10KP	—	—
Flame Rod 60KP	Friendship Incense 5KP	—	—
Ice Rod 200KP	Friendship Resin 10KP	—	—
Flamescepter 60KP	Rosetta Stone 10KP	—	—
Snowscepter 200KP	—	—	—
Flame Armor 50KP	—	—	—
Ice Armor 200KP	—	—	—

MOOGLE 10
CHAPTER 7 & 10 (S013)

MOOGLE 10 (NEAR EASTERN MIRAGE GATEWAY)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Flametongue 60KP	[EX] EX Revenge 60KP	Phoenix 30KP	Round Chain 4KP
Icebrand 200KP	[Assist] Assist 40KP	Odin 40KP	Jump Chain 6KP
Main Gauche 60KP	[Opponent] Break 60KP	Leviathan 50KP	Straight Chain 8KP
Mage Masher 200KP	[Opponent] Empty EX Gauge 60KP	Bahamut 60KP	Cross Chain 8KP
Flame Shield 60KP	[Opponent] EX Mode 15KP	Syldra 120KP	Multichain 10KP
Ice Shield 200KP	Valor Incense 5KP	—	Jump 6KP
Barbut 60KP	Valor Resin 10KP	—	KP Switch 8KP
Winged Helm 200KP	Arcane Incense 5KP	—	Cure 20KP
Flamberge 60KP	Arcane Resin 10KP	—	Curaga 50KP
Zweihander 200KP	Destruction Incense 5KP	—	Raise 50KP

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Flame Lance 60KP	Destruction Resin 10KP	—	—
Ice Lance 200KP	Patience Incense 5KP	—	—
Tomahawk 60KP	Patience Resin 10KP	—	—
Dwarven Axe 200KP	Life Incense 5KP	—	—
Flame Rod 60KP	Life Resin 10KP	—	—
Ice Rod 200KP	Mystery Incense 5KP	—	—
Flamescepter 60KP	Mystery Resin 10KP	—	—
Snowscepter 200KP	Friendship Incense 5KP	—	—
Flame Armor 60KP	Friendship Resin 10KP	—	—
Ice Armor 200KP	Rosetta Stone 10KP	—	—

MOOGLE 11

CHAPTER 7 & 8 (S013)

MOOGLE 11 (NEAR SOUTHERN LUFENIA GATEWAY)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Flametongue 60KP	[Combat] Pre-Bravery Attack 40KP	Scarmiglione 100KP	Round Chain 4KP
Icebrand 200KP	[Combat] Pre-HP Attack 80KP	Cagnazzo 100KP	Jump Chain 6KP
Main Gauche 60KP	Valor Incense 5KP	Barbariccia 100KP	Straight Chain 8KP
Mage Masher 200KP	Valor Resin 10KP	Rubicante 100KP	Cross Chain 8KP
Flame Shield 60KP	Arcane Incense 5KP	Giant of Babil 120KP	Multichain 10KP
Ice Shield 200KP	Arcane Resin 10KP	—	Jump 6KP
Barbut 60KP	Destruction Incense 5KP	—	KP Switch 8KP
Winged Helm 200KP	Destruction Resin 10KP	—	Cure 20KP
Flamberge 60KP	Patience Incense 5KP	—	Curaga 50KP
Zweihander 200KP	Patience Resin 10KP	—	Raise 50KP

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Flame Lance 60KP	Life Incense 5KP	—	—
Ice Lance 200KP	Life Resin 10KP	—	—
Tomahawk 60KP	Mystery Incense 5KP	—	—
Dwarven Axe 200KP	Mystery Resin 10KP	—	—
Flame Rod 60KP	Friendship Incense 5KP	—	—
Ice Rod 200KP	Friendship Resin 10KP	—	—
Flamescepter 60KP	Rosetta Stone 10KP	—	—
Snowscepter 200KP	—	—	—
Flame Armor 60KP	—	—	—
Ice Armor 200KP	—	—	—

MOOGLE 0

MAIN SCENARIO 000

MOOGLE 0 (NEAR THE DRAGON KING'S GATEWAY)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
—	Valor Incense 5KP	—	Round Chain 4KP
—	Valor Resin 10KP	—	Jump Chain 6KP
—	Arcane Incense 5KP	—	Straight Chain 8KP
—	Arcane Resin 10KP	—	Cross Chain 8KP
—	Destruction Incense 5KP	—	Multichain 10KP
—	Destruction Resin 10KP	—	Jump 6KP
—	Patience Incense 5KP	—	KP Switch 8KP
—	Patience Resin 10KP	—	KP Gambler 10KP
—	Life Incense 5KP	—	Cure 20KP
—	Life Resin 10KP	—	Curaga 50KP
—	Mystery Incense 5KP	—	Raise 50KP

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
—	Mystery Resin 10KP	—	—
—	Friendship Incense 5KP	—	—
—	Friendship Resin 10KP	—	—
—	Rosetta Stone 10KP	—	—
—	Libra Recipe 200KP	—	—
—	Scorpio Recipe 200KP	—	—
—	Sagittarius Recipe 200KP	—	—
—	Capricorn Recipe 200KP	—	—
—	Aquarius Recipe 200KP	—	—
—	Pisces Recipe 200KP	—	—

MOOGLE 1

MAIN SCENARIO 000

MOOGLE 1 (NEAR TO A FOREIGN WORLD)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Blue Moon 300KP	Rosetta Stone 10KP	Ultima Weapon 1500KP	—
Chaplet 300KP	Adamantite 250KP	Omega 1500KP	—

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Snowflake Sweater 300KP	Samurai Spirit 250KP	Hecatoncheir 1000KP	—
Lunate Armlet 300KP	—	—	—

MOOGLE 2

MAIN SCENARIO 000

MOOGLE 2 (NORTHEAST ISLAND)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
—	Valor Incense 5KP	—	Round Chain 4KP
—	Valor Resin 10KP	—	Jump Chain 6KP
—	Arcane Incense 5KP	—	Straight Chain 8KP
—	Arcane Resin 10KP	—	Cross Chain 8KP
—	Destruction Incense 5KP	—	Multichain 10KP
—	Destruction Resin 10KP	—	Jump 6KP
—	Patience Incense 5KP	—	KP Switch 8KP
—	Patience Resin 10KP	—	KP Gambler 10KP
—	Life Incense 5KP	—	Cure 20KP
—	Life Resin 10KP	—	Curaga 50KP
—	Mystery Incense 5KP	—	Raise 50KP

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
—	Mystery Resin 10KP	—	—
—	Friendship Incense 5KP	—	—
—	Friendship Resin 10KP	—	—
—	Rosetta Stone 10KP	—	—
—	Aries Recipe 200KP	—	—
—	Taurus Recipe 200KP	—	—
—	Gemini Recipe 200KP	—	—
—	Cancer Recipe 200KP	—	—
—	Leo Recipe 200KP	—	—
—	Virgo Recipe 200KP	—	—

MOOGLE 3

MAIN SCENARIO 000

MOOGLE 3 (NEAR GATEWAY OF THE GREAT WILL)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Flametongue 60KP	Mythril 20KP	—	BRV Charge 20KP
Icebrand 200KP	Gold 25KP	—	EX Charge 20KP
Main Gauche 60KP	Diamond 50KP	—	Assist Charge 20KP
Mage Masher 200KP	Crystal 30KP	—	BRV Zero 40KP
Flamberge 60KP	Rusted Metal 50KP	—	Blind 100KP
Zweihander 200KP	Shiny Metal 50KP	—	Maser Eye 40KP
Flame Lance 60KP	Corel Ore 50KP	—	Soundwave 100KP
Ice Lance 200KP	Narshe Ore 100KP	—	—
Tomahawk 60KP	Gulg Steel 100KP	—	—
Dwarven Axe 200KP	Gagazet Steel 100KP	—	—
Flame Rod 60KP	Figaro Gravel 50KP	—	—
Ice Rod 200KP	Yaschas Massif Gravel 50KP	—	—
Flamescepter 60KP	Basilisk Pebble 50KP	—	—
Snowscepter 200KP	Gargoyle Pebble 100KP	—	—
Flame Shield 60KP	Epitaph Stone 100KP	—	—
Ice Shield 200KP	Golem Stone 100KP	—	—
Barbut 60KP	Mithra Tooth 50KP	—	—
Winged Helm 200KP	Bangaa Tooth 50KP	—	—
Flame Armor 60KP	Wererat Claw 50KP	—	—
Ice Armor 200KP	Silver Lobo Claw 100KP	—	—
—	Sphinx Fang 100KP	—	—
—	Cerberus Fang 100KP	—	—
—	Chocobo Chick Powder 50KP	—	—
—	Chocobo Powder 50KP	—	—
—	Skeleton Fragment 50KP	—	—
—	Skull Knight Shard 100KP	—	—
—	Unknown's Bone 100KP	—	—
—	Dragon Lich Bone 100KP	—	—
—	Mandragora Twig 50KP	—	—
—	Alraune Twig 50KP	—	—
—	Rafflesia Vine 50KP	—	—
—	Treant Branch 100KP	—	—

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
—	Macalania Timber 100KP	—	—
—	Golmore Timber 100KP	—	—
—	Flan Membrane 50KP	—	—
—	Black Flan Membrane 50KP	—	—
—	Sahagin Skin 50KP	—	—
—	Lizardman Skin 100KP	—	—
—	Coeurl Hide 100KP	—	—
—	Chimera Hide 100KP	—	—
—	Glass Beads 50KP	—	—
—	Oerba Beads 50KP	—	—
—	Ore 50KP	—	—
—	Polished Ore 100KP	—	—
—	Floating Continent Gem 100KP	—	—
—	Elemental Jewel 100KP	—	—
—	Fish Scale 50KP	—	—
—	Delicious Fish Scale 50KP	—	—
—	Aged Turtle Shell 50KP	—	—
—	Ancient Turtle Shell 100KP	—	—
—	Scorpion Shell 100KP	—	—
—	Garchimacera Husk 100KP	—	—
—	Zombie Rag 50KP	—	—
—	Ghost Rag 50KP	—	—
—	Fine Cloth 50KP	—	—
—	Silky Cloth 100KP	—	—
—	Walse Fabric 100KP	—	—
—	Troian Fabric 100KP	—	—
—	Mu Fur 50KP	—	—
—	Moogle Fur 50KP	—	—
—	Cockatrice Feather 50KP	—	—
—	Zu Feather 100KP	—	—
—	Lamia's Lock 100KP	—	—
—	Queen Lamia's Locks 100KP	—	—

MOOGLE 4

MAIN SCENARIO 000

MOOGLE 4 (NEAR FROZEN CONTINENT)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
Warblade 200KP	Valor Incense 5KP	—	Round Chain 4KP
Heike's Blade 200KP	Valor Resin 10KP	—	Jump Chain 6KP
Heike's Shield 200KP	Arcane Incense 5KP	—	Straight Chain 8KP
Warlord's Soul 200KP	Arcane Resin 10KP	—	Cross Chain 8KP
Heike's Helm 200KP	Destruction Incense 5KP	—	Multichain 10KP
Warlord's Gauntlets 200KP	Destruction Resin 10KP	—	Jump 6KP
Warlord's Corselet 200KP	Patience Incense 5KP	—	KP Switch 8KP
Heike's Armor 200KP	Patience Resin 10KP	—	KP Gambler 10KP

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
—	Life Incense 5KP	—	Cure 20KP
—	Life Resin 10KP	—	Curaga 50KP
—	Mystery Incense 5KP	—	Raise 50KP
—	Mystery Resin 10KP	—	—
—	Friendship Incense 5KP	—	—
—	Friendship Resin 10KP	—	—
—	Rosetta Stone 10KP	—	—

MOOGLE 5

MAIN SCENARIO 000

MOOGLE 5 (NORTH OF GATEWAY TO DEPARTURE)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
—	[HP] HP = 100% 15KP	—	Round Chain 4KP
—	[HP] HP ≤ 50% 40KP	—	Jump Chain 6KP
—	[HP] HP ≤ 25% 40KP	—	Straight Chain 8KP
—	[Bravery] BRV = 0 20KP	—	Cross Chain 8KP
—	[Bravery] No BRV Damage 15KP	—	Multichain 10KP
—	[Opponent] No Damage 100KP	—	Jump 6KP
—	[EX] Full EX Gauge 100KP	—	KP Switch 8KP
—	[EX] Empty EX Gauge 100KP	—	KP Gambler 10KP
—	[EX] EX Mode 100KP	—	Cure 20KP
—	[EX] EX Revenge 60KP	—	Curaga 50KP
—	[EX] Maintain EX Mode 100KP	—	Raise 50KP
—	[Assist] Full Assist Gauge 40KP	—	—
—	[Assist] Empty Assist Gauge 100KP	—	—
—	[Assist] Assist 40KP	—	—
—	[Assist] Maintain Assist 100KP	—	—
—	[EX] Full EX & Assist Gauge 100KP	—	—
—	[Combat] Damage time ≥ 5 sec 100KP	—	—
—	[Combat] Pre-Bravery Attack 40KP	—	—
—	[Combat] Pre-HP Attack 80KP	—	—
—	[Combat] Pre-Jump 100KP	—	—
—	[Combat] Pre-Guard 100KP	—	—
—	[Combat] Pre-Evasion 100KP	—	—
—	[Combat] Pre-Assist 100KP	—	—
—	[Position] Grounded 40KP	—	—
—	[Position] Aerial 40KP	—	—
—	[Opponent] HP = 100% 40KP	—	—
—	[Opponent] HP ≤ 50% 40KP	—	—
—	[Opponent] HP ≤ 25% 40KP	—	—

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS
—	[Opponent] Break 60KP	—	—
—	[Opponent] Pre-Bravery Damage 30KP	—	—
—	[Opponent] Empty EX Gauge 60KP	—	—
—	[Opponent] EX Mode 15KP	—	—
—	[Opponent] Pre-HP Damage 100KP	—	—
—	[Level] Level Gap ≥ 10 40KP	—	—
—	[Level] Level Gap ≥ 20 60KP	—	—
—	[Level] Level Gap ≥ 30 80KP	—	—
—	[Level] Level Gap ≥ 40 100KP	—	—
—	[Level] Level Gap ≥ 50 120KP	—	—
—	[Level] Level Gap ≥ 60 170KP	—	—
—	[Level] Level Gap ≥ 70 230KP	—	—
—	[Level] Level Gap ≥ 80 280KP	—	—
—	Valor Incense 5KP	—	—
—	Valor Resin 10KP	—	—
—	Arcane Incense 5KP	—	—
—	Arcane Resin 10KP	—	—
—	Destruction Incense 5KP	—	—
—	Destruction Resin 10KP	—	—
—	Patience Incense 5KP	—	—
—	Patience Resin 10KP	—	—
—	Life Incense 5KP	—	—
—	Life Resin 10KP	—	—
—	Mystery Incense 5KP	—	—
—	Mystery Resin 10KP	—	—
—	Friendship Incense 5KP	—	—
—	Friendship Resin 10KP	—	—
—	Rosetta Stone 10KP	—	—

MOOGLE 6

MAIN SCENARIO 000

MOOGLE 6 (NEAR BEYOND THE CONTINENT)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS	LIMITED ARRIVAL ITEMS
—	Valor Incense 5KP	Ifrit 50KP	Round Chain 4KP	—
—	Valor Resin 10KP	Shiva 30KP	Jump Chain 6KP	—
—	Arcane Incense 5KP	Ramuh 30KP	Straight Chain 8KP	—
—	Arcane Resin 10KP	Carbuncle 50KP	Cross Chain 8KP	—
—	Destruction Incense 5KP	Magic Pot 40KP	Multichain 10KP	—
—	Destruction Resin 10KP	Demon Wall 30KP	Jump 6KP	—
—	Patience Insence 5KP	Magus Sisters 30KP	KP Switch 8KP	—
—	Patience Resin 10KP	Odin 40KP	KP Gambler 10KP	—
—	Life Insence 5KP	Phoenix 30KP	Cure 20KP	—
—	Life Resin 10KP	Alexander 50KP	Curaga 50KP	—
—	Mystery Incense 5KP	Leviathan 50KP	Raise 50KP	—
—	Mystery Resin 10KP	Bahamut 60KP	—	—
—	Friendship Incense 5KP	Chocobo 60KP	—	—
—	Friendship Resin 10KP	Mandragora 20KP	—	—
—	Rosetta Stone 10KP	Bomb 20KP	—	—

MOOGLE 6 (NEAR BEYOND THE CONTINENT) CONTINUED

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS	LIMITED ARRIVAL ITEMS
—	—	Asura 20KP	—	—
—	—	Titan 80KP	—	—
—	—	Atomos 80KP	—	—
—	—	Iron Giant 80KP	—	—
—	—	Cactuar 60KP	—	—
—	—	Tonberry 30KP	—	—
—	—	Malboro 60KP	—	—
—	—	Ultros 20KP	—	—
—	—	Typhon 40KP	—	—
—	—	Deathgaze 40KP	—	—
—	—	Lich 100KP	—	—
—	—	Marilith 100KP	—	—
—	—	Kraken 100KP	—	—
—	—	Tiamat 100KP	—	—
—	—	Scarmiglione 100KP	—	—
—	—	Cagnazzo 100KP	—	—
—	—	Barbariccia 100KP	—	—
—	—	Rubicante 100KP	—	—
—	—	Land Worm 120KP	—	—
—	—	Calcabrina 120KP	—	—
—	—	Giant of Babil 120KP	—	—
—	—	Syldra 120KP	—	—
—	—	Zalera, the Death Seraph 120KP	—	—
—	—	Brynhildr 120KP	—	—

MOOGLE 7

MAIN SCENARIO 000

MOOGLE 7 (NEAR ENCOUNTERS AND TREASON)

EQUIPMENT	ACCESSORIES	SUMMONSTONES	SKILLS	LIMITED ARRIVAL ITEMS
—	Valor Incense 5KP	—	Round Chain 4KP	—
—	Valor Resin 10KP	—	Jump Chain 6KP	—
—	Arcane Incense 5KP	—	Straight Chain 8KP	—
—	Arcane Resin 10KP	—	Cross Chain 8KP	—
—	Destruction Incense 5KP	—	Multichain 10KP	—
—	Destruction Resin 10KP	—	Jump 6KP	—
—	Patience Insence 5KP	—	KP Switch 8KP	—
—	Patience Resin 10KP	—	KP Gambler 10KP	—
—	Life Insence 5KP	—	Cure 20KP	—
—	Life Resin 10KP	—	Curaga 50KP	—
—	Mystery Incense 5KP	—	Raise 50KP	—
—	Mystery Resin 10KP	—	—	—
—	Friendship Incense 5KP	—	—	—
—	Friendship Resin 10KP	—	—	—
—	Rosetta Stone 10KP	—	—	—
—	Pink Tail 200KP	—	—	—
—	Gear Collection 150KP	—	—	—
—	Scarletite 50KP	—	—	—

MOGNET

Mognet is a special in-game mail feature. Every day (or less, if you decide to manipulate your PSP's internal clock...) you receive a letter or two from friendly Moogles.

Some of these letters are simply greetings and small rewards; others allow you to send a reply. The various replies you choose to send influence both the responses you receive, and the rewards you acquire. None of the Mognet items are crucial, but they can provide you with a very nice PP bonus early in your Dissidia career, and help you along with some handy items. Moogles also occasionally send you Friend Cards. This means that even if you are an offline-only player, you can still battle against the "ghosts" from Moogle Friend Cards, instead of Friend Cards from other Dissidia players.

REWARD LETTERS

These letters do not require a reply—they are simply a friendly greeting and a reward for you.

MOOGLE NAME	LETTER TITLE	CONTENTS	REWARD
Mognet Superintendent	Dear (Your Name)	Welcome to Mognet, (Your Name)! Moogles will be writing letters to you everyday. I hope you enjoy hearing from all the colorful characters!	30 PP
Linaly	Enjoy DDFF!	You might have noticed by now, but you'll find PP attached to letters sent through Mognet. Some moogles might attach player icons or even accessories! No need to be shy, just take them!	30 PP Player Icon
Linaly	Enjoy DDFF!	Oops. I haven't told you who I am yet. I am Linaly, Mognet Superintendent! I treasure all the replies I got from everyone when I was still little. Allow me to introduce you to the modes in DDFF!	30 PP Player Icon
Linaly	Enjoy DDFF!	Are you making good progress in Story Mode? If you're finding it tough, you can try setting the opponent's strength to Moderate. I also recommend using RPG Mode. Simple controls, but just as strong!	30 PP Player Icon
Linaly	Enjoy DDFF!	Have you tried data install yet? Try pressing L , R and Square about ten times each to see lots of familiar faces. If you manage to see everyone, there's one more surprise! I wonder if he moved a 4-ton weight again?	30 PP Player Icon
Linaly	Enjoy DDFF!	I have a gift for you today, (Your Name)! Now you can choose to play Ghost Battles from the Friend Cards list in Communications Mode. I'm also sending the player icon that comes with the card. Please check them out!	Player Icon Friend Card "Farplane Mog"
Linaly	Enjoy DDFF!	If you're heading out, I hope you use player exchange to collect Friend Cards and Original Quests! You can give out either cards or quests and still receive both. Cool, huh?	30 PP Player Icon
Linaly	Enjoy DDFF!	Have you taken a peek inside Creation? Yes, you can use Battle Replay to record your battles, just like last time. Then take snapshots in Camera Edit Mode by pressing R and Triangle! Just...um...try to keep it clean, okay?	30 PP Player Icon
Linaly	Enjoy DDFF!	Go into Original Quest in the Creation menu to build your own one-of-a-kind quest! Tweaking your friends' quests is fun, too. Players will always read the summary first, so you might want to note what they need to know.	30 PP Player Icon
Linaly	Enjoy DDFF!	Are you using the Data Config? Register your favorite characters as a party and keep it in your Friend Cards list. Press Square at the Friend Card Settings menu to export your card!	30 PP Player Icon
Linaly	Enjoy DDFF!	Have you played Group Battles? Playing in a party with your friends can get really exciting, because the process starts to matter more than the individual win or loss. Oh, and don't forget to set job bonuses!	30 PP Player Icon
Linaly	Enjoy DDFF!	Original quest and exported friend card data are saved as individual save data so you can easily trade them with friends. Use this function to trade data with your friends!	30 PP Player Icon
Linaly	Enjoy DDFF!	Instead of relying on a lucky pot or deflecting a projectile to level up, try using party battles. Everyone receives EXP when one member fights. Isn't it great to join forces and become stronger as a group?	30 PP Player Icon
Linaly	Enjoy DDFF!	Set up your own original rules through Data Config for a completely different battle experience. Tag them onto your original quests and friend card ghosts to spread your rules! Refer to the Preset Rules to get started.	30 PP Player Icon

REWARD LETTERS (CONT.)

MOOGLE NAME	LETTER TITLE	CONTENTS	REWARD
Linaly	Enjoy DDFF!	One of the Battle Modes is Arcade Mode, where you can play pre-customized characters. These presets can also be used in Communications Mode, so they might come in handy when you want to truly test your skills!	30 PP Player Icon
Linaly	Enjoy DDFF!	Once you clear the 12th conflict, you'll be able to choose Labyrinth from Battle Mode. Head down to levels unknown in search of the hidden keys! How could anybody pass up so many thrills and so much loot?	30 PP Player Icon
Linaly	Enjoy DDFF!	Hi, (Your Name)! Thanks for using Mognet. Everyone's really glad to be exchanging mail with you. I'm sending a little something as a token of our appreciation. Let's keep it going!	300 PP Friend Card "Karmic Mog"
Linaly	Enjoy DDFF!	Did you know that you can press Square to see detailed information of the friend card? The note-like page at the end shows just how deep you're into DDFF! See how you compare with your friends!	30 PP Player Icon
Linaly	Enjoy DDFF!	The slightly expensive icons in the PP Catalog are proof that you've completed some difficult accomplishments! And some are really hard! Perhaps the hardest one of all is collecting all the player icons!	30 PP Player Icon
Linaly	Enjoy DDFF!	Thanks for reading our letters so far! I hope I'm being helpful. I'll write you again if I find something interesting to tell you. Mognet is always working 24/7 for you, so I hope you like talking to us...kupo!	300 PP Friend Card "Shopping Mog"
Linaly	Enjoy DDFF More!	The Untold Tale in Story Mode has a moogle who helps you out as a Summonstone. But its reactions seem to differ depending on who's fronting the party! Especially when the moogle-loving Terra's in charge... Heehee!	30 PP Accessory "Superslick"
Linaly	Enjoy DDFF More!	Have you noticed there are moogles that use the Museum's Theater as their playground? Go look at the photos in the Theater after ending the 13th conflict, and you'll see them. I wish I were there, too...	30 PP Accessory "Mog's Amulet"
Linaly	Enjoy DDFF More!	Feral Chaos is, of course, the ultimate boss. He's the toughest of them all, and rightfully so, as he comes at the end of the untold tale. But his demise shows us how everything started. You can defeat him!	30 PP Accessory "Superslick"
???	???	Been to the Chasm in the Rotting Land yet, kupo? Will it be the girl in the pony tail that rescues me? If only she'd go easy on the ruffling, kupo... Or maybe it'll be the boy ballplayer! Then I would lend him a special ball, kupo!	30 PP Accessory "Mog's Amulet"
Artemicion	From the Mognet Head Office	Whew... Ever since you joined Mognet, I've been working like mad, kupo! But when you see those shining eyes on everyone just waiting for your letters... Thank you on their behalf, kupo.	30 PP Friend Card "Outing Mog"
Artemicion	From the Mognet Head Office	I'm so busy, I don't even have time to munch on a striped apple, kupo. Why am I so busy? Because of you, kupo! But it's good for everyone that Mognet is so popular. Please accept our gift--just our way of saying thanks, kupo.	Friend Card "Famed Moogle" Friend Card "Wise Old Mog"
Artemicion	From the Mognet Head Office	Wha? You won't even give me time to lie down with a handful of Superslick for a moment of luxury, kupo!? Here, take your gift! I need a break, kupooo!	300 PP Friend Card "Farplane Mog"
Artemicion	From the Mognet Head Office	I actually thought about closing down Mognet, kupo. But everyone enjoys interacting with you so much that they all asked me not to quit... So what else can a manager do but keep going? Mognet is always at your service, kupo!	Friend Card "Karmic Mog" Friend Card "Shopping Mog"
Artemicion	From the Mognet Head Office	Well, hey there! I guess they're keeping ya busy, kupo! Not to worry; all the moogles' letters are safe with me, kupo. Take your time and enjoy the game, kupo.	300 PP Accessory "Superslick"
Artemicion	From the Mognet Head Office	(Your Name)... Is it really you, kupo!? I'm so glad to see you back, kupo... I've got a mountain of letters to deliver to you, kupo. We're always ready to welcome you; just write us back sometimes, kupo!	300 PP Accessory "Mog's Amulet"

SINGLE RESPONSE LETTERS

These letters only require a single answer, and the next reply from that Moogle carries your reward.

KATHY LETTERS

LETTER TITLE	CONTENTS	Q&A	REWARD
Heartful Fortunes	I'm Astrolomog Kathy, here on Mognet to offer healing words for your days of adventure! Let's look at who your soulmate is going to be! Your reply will tell me the fateful encounter you will have in the upcoming season, kupo!	What do you value most?	Accessory "Superslick" Player Icon
Your Luck Today: ★★★☆☆	Mognet's fortune-teller sees your soulmate! For the outlaw in you that seeks danger, fate matches you with "Behemoth," kupo! Its Meteor is a knock-out for sure, kupo! Your lucky number today is "41269," kupo!	(A) Thrill and danger	30 PP
Your Luck Today: ★☆☆☆★	Mognet's fortune-teller sees your soulmate! For you, the lover of rare items, fate matches you with "Magic Pot," kupo! Get rid of that dusty Elixir in your life once and for all! Today's lucky number? "Right 36," kupo!	(B) Unused Elixirs	30 PP
Your Luck Today: ★★☆☆★	Mognet's fortune-teller sees your soulmate! For you, the sentimentalist, fate matches you with "Lamia," kupo! Be charmed and erase for good the sadness from your past, kupo! Today's lucky number is on page "256," kupo!	(C) A bittersweet memory	30 PP
What the Stars Tell You	It's Astrolomog Kathy's Mognet Miracle! Take a quiet breather from the battles in your life. Let's find out who might be your best travel companion! Who should accompany you on your journeys? Reply and receive your fortune, kupo!	What do you look for in an ally?	Accessory "Superslick" Player Icon
Your Luck Today: 0.2436	Mognet tells your fortune! I can tell that what you need is a funny man...like "Galuf," kupo! His unique meanderings will keep you distracted before you realize you just saved the world! Today's lucky item is "Whisperweed," kupo!	(A) A wacky sense of humor	30 PP
Your Luck Today: 14th Place	Mognet tells your fortune! I can tell that what you need is a straight man...like "Squall," kupo! His mercilessly no-nonsense character is sure to keep cracking the proverbial whip on you! Today's lucky item is "Girl Next Door," kupo!	(B) Brutal honesty	30 PP
Your Luck Today: 1024th Place	Mognet tells your fortune! I can tell that what you need is a sidekick...like "Gogo," kupo! Get him to mimic you until you become sick of how utterly groan-inducing you really are, kupo! Today's lucky item is "Maiden's Kiss," kupo!	(C) Lots of tolerance	30 PP
Exciting Fortune Readings	It's Astrolomog Kathy's Ultima Fortunes, here to give glints of hope in your rough journeys. Know thy enemy, kupo! You should especially know who your nemesis is! Allow me to peer inside your mind, kupo...	How do you like to fight?	Accessory "Superslick" Player Icon
Your Luck Today: Goblin	For the destroyer that shows no mercy even on weak opponents, "Vayne" is your nemesis, kupo! You and the leader of an armada form a perfect pair to fight a war of mass proportions, kupo! Today's lucky weapon is "Zodiac Spear," kupo!	(A) With overwhelming force	30 PP
Your Luck Today: Bomb	Enjoy toying with an opponent's weak spot? "Warring Triad" is your nemesis, kupo! The myriad of forms it takes to appear to you will always keep the relationship fresh! Today's lucky weapon is "Fixed Dice," kupo!	(B) By taking advantage of a weak spot	30 PP
Your Luck Today: Tonberry	For the wild one that fights without a care, "Everdark" is your nemesis, kupo! Its visits are always sudden, but they do not faze you! Just keep your focus on defeating it, kupo. Today's lucky weapon is "Yoichi Bow," kupo!	(C) Head on, no matter how bad the odds	30 PP
Future Made Easy	Astrolomog Kathy here, giving you moments of peace on your trail of trials! Brotherly bonds are lovely, aren't they? Let me look for the perfect sibling that nudges you in the right direction, kupo!	What do you do when you're stuck?	Accessory "Superslick" Player Icon

KATHY LETTERS (CONT.)

LETTER TITLE	CONTENTS	Q&A	REWARD
Your Luck Today: Kweh Good	Searching for your sibling from another time! For the one who tries to sleep it off when stuck, "Lightning" would be your perfect sister, kupo! Guaranteed to crush any lily-livered soul. Today's lucky color is "Red Rose," kupo!	(A) Sleep it off	30 PP Friend Card "Famed Moogle"
Your Luck Today: Mog Good	For the one who sets off to destroy things when stuck, "Lenna" would be your perfect sister, kupo! The kind princess can teach you about having a compassionate heart. Your lucky color of the day is "Blue Narciss," kupo!	(B) I need something to destroy	30 PP
Your Luck Today: Cross Slash	So you only know of success and never tasted failure? Your lucky sibling is "Leon," kupo! Learn the tribulations of life from the older brother whose own life has gone awry! Your lucky color of the day is "Blackjack," kupo!	(C) I never get stuck in life	30 PP
Learning Your Fortunes	Astrolomog Kathy here on Mognet, bringing peaceful respite to the harsh battlefield! Ever had a favorite teacher at school? Let's see who would make the best teacher to guide you towards your future, kupo!	What are your goals?	Accessory "Superslick" Player Icon
Your Luck Today: Sorta	The lonely soul who would "destroy everything" including yourself deserves Ultros's sidekick, "Mr. Typhon," kupo! The air from his nostrils is sure to blow your lonely blues away! Today's lucky place? "The Floating Continent," kupo!	(A) Destroy everything!	30 PP
Your Luck Today: Kinda	For the one who rejects questions in favor of solitude, it's "Ms. Quistis" from the Garden, kupo! This ideal teacher is both strict and sweet, but she might call on you in the middle of the night! Today's lucky place is the "sickbay," kupo!	(B) ...	30 PP
Your Luck Today: Gotcha	Searching for the real you? Princess Garnet's tutor "Doctor Tot" would be perfect for you, kupo! He may be small in stature, but he knows everything, and gives the best advice! Today's lucky place? The "M.S. Prima Vista," kupo!	(C) To find the real me	30 PP

MOLGAMESH LETTERS

LETTER TITLE	CONTENTS	Q&A	REWARD
The Legendary Swordsman	I am the legendary swordsman, Molgamesh! Collecting weapons is my hobby, kupo. Are you knowledgeable about this world? I want you to recommend the perfect weapon for super-cool, super-strong me, kupo!	Which weapon suits Molgamesh?	30 PP Player Icon
Behold the Hero's Katana!	I have obtained your recommended weapon, kupo. One that ranks among the best samurai swords... I speak, of course, of the Mosamune, kupo! A must-have among the metrosexual samurai born from the distortions of modern soc-- Wha?	(A) Masamune	30 PP
Through the Dawn of the Gods!	(Your Name)... You recommended me the Mognarok, kupo? This is the cursed sword whose final blow turns any foe into a moogle, kupo! Now I can have more frien-- Wha?	(B) Ragnarok	30 PP
I Survived a Wyrm Adventure!	You don't know what I went through to obtain this, (Your Name)... Behold! The Wyrmhero Blade, kupo! The entire length of the blade is laced with well-marbled fat for an appetiz-- Wha?	(C) A legendary hero's sword	30 PP

MOGCID LETTERS

LETTER TITLE	CONTENTS	Q&A	REWARD
To a Romantical Journey	Are ya into airships, kupo? If yer travelin' on foot, ya must at least appreciate what airships are capable of, kupo! It takes a lot of blood, sweat, and tears to fly, ya know! So what's yer favorite ride, kupo?	What do you like to fly?	30 PP Player Icon
Mortal Enemy	The Gelnika? Ya mean Shinra's transport plane? That is some hardcore knowledge there, kupo. Are ya some kind of whatchamacallit, kupo? Transport ships are beautiful, kupo. Those folding wings make my pompom quiver, kupo!	(A) The Gelnika, of course.	30 PP
Brother and Old Man	The Fahrenheit, kupo? That's the airship that Tidus and friends used to get around Spira! Not everyone knows the name of the ship, kupo. Gotta love the exotic-looking chassis. Oooh, don'tcha wanna fire that cannon once, kupo?	(B) Maybe the Fahrenheit.	30 PP
Dragon Grass	A Wyvern!? Ngraaah! Kupo! Who da ya think I am? I'm Mogcid, kupo! Hmph. Wyvern. What a wyse-ass... Okay, so there is some romance in flying on the back of a dragon. But it ain't no airship, kupo!	(C) A Wyvern.	30 PP

VIGOTE LETTERS

LETTER TITLE	CONTENTS	Q&A	REWARD
In a World Far, Far Away	Mmmm... I love the air of the tropics, kupo. I was once known as a famous kupo nut chef, but now I'm just a bigshot moogle, kupo. It's rare that I feel like writing anything, so be thankful that you are being heard, kupo.	Ask him something!	30 PP Friend Card "No. 1 Moogle"
The Man Quietly	You wish to know my favorite dish to make? Beautiful kupo nuts are grown employing the latest research to be used in abundance, kupo. Do not call it grub, for it is entertainment of the highest order, kupo.	(A) What's your favorite dish to make?	Accessory "Superslick"
Soared to the Heavens	I admire your gusto for asking me, the great kupo nut chef, for my opinion, kupo. Much of food today only looks good, kupo. The kupo nut must be eaten with one's hands. It cannot be enjoyed through the eyes, kupo!	(B) Opine on the current state of affairs.	Accessory "Superslick"
A Journey of Discovery	I am glad you asked me for styling tips, kupo. My pompom, ears, and whiskers take a total of three hours every morning to style, kupo. I take special care in trimming my whiskers. I do have a reputation to uphold, kupo.	(C) How long does it take to get ready?	Accessory "Superslick"

DJ MOG LETTERS

LETTER TITLE	CONTENTS	Q&A	REWARD
Extreme Questions	KUPO! Dear readers! On this program, you give us the questions that you care about, and we give you answers on the air, KUPO! This is gonna be big...huge...massive, KUPO! Write in now! Don't miss it, KUPO!	Send in your question, yo, KUPO!	30 PP Player Icon
My Finger Slipped, That's All	Reader (Your Name) writes: "How can a summon attack me when I'm blocking?" You're trying a bravery attack while blocking at the same time, KUPO. That's greedy, KUPO! I know, cuz I used to do that, too, KUPO!	(A) Summons attack when I'm blocking?	30 PP
He Goes By Wild Rose	Reader (Your Name) writes: "'Just what the heck is a wild rose?" KUPO! "'Wild rose" is a password that signifies your oath to preserving justice, hope, and your future, KUPO!	(B) Just what the heck is a wild rose?	30 PP
A Singular Reply	(Q) Hi. Is this Mogget? (from (Your Name)) (A) Close, but not quite. The answer is Mogdget, the project where grown moogles become super moogles to collect letters from everyone.	(C) Hi. Is this Mogget?	30 PP
Yell At Tomorrow!	KUPO! It's time again for Mognet, KUPO! Today's theme is: SHOUT! As in YELL! Like, gimme a HOLLER, BABY! KUPOOO! I wanna hear about what makes your blood surge! Tap X with your whole soul, KUPO!	Talk to me with soul, KUPO!	30 PP Player Icon

MOG LETTERS (CONT.)

LETTER TITLE	CONTENTS	Q&A	REWARD
Droppings	"No one's dropping any items!" (Your Name), I hear ya, KUPO! Waiting for items to be dropped can suck your soul, but take advantage of accessories and special days, KUPO! They actually work, KUPO!	(A) No one's dropping any items!	30 PP
Those Round Thingamajiggies	"Cloud of Darkness, take it all off!" Whoa! Easy there, (Your Name)! Don't wanna traumatize the young'uns in our audience, KUPO! Here's a better idea: "Zoom camera into Tifa's cleavage!" KUPO!	(B) Cloud of Darkness, take it all off!	30 PP
Delivery In White	(Q) Hello? Mogmet? ((Your Name) in the real world) (A) Negative! The correct answer is Mogbat, a new way of delivering a letter by swatting it with a wooden stick. Not envelope-friendly.	(C) Hello? Mogmet?	30 PP
Long Lost Poetry	Today's theme: Favorite FF Moments! KUPO! The memory etched deep into your soul! The tale of destiny that drove you to tears! ...Yeah, I know, three choices ain't gonna cover 'em all, but just choose one, KUPO!	Let's get nostalgic!	30 PP Player Icon
How Many Legs Do You See?	KUPO! You like that guy in dots? Me, too, KUPO! I like the stiff movements and the cutesy expressions that only dots can make, KUPO! And they look great in battle, KUPO! Orthros rules, KUPO!	(A) I liked that guy in dots.	30 PP
Pre-Growth	Gorgeous graphics remind me of only one thing: the evolution of facial hair, KUPO! Auron and Cid had thick and trimmed goatees, but the scruffy look on Snow looks almost TOO real, KUPO! I wanna feel those stubbles, KUPO!	(B) I was moved by the awesome graphics.	30 PP
Hint	(Q) Dude, I just want to play the game. (Somewhere-out-there-(Your Name)) (A) Very well. The company CEO has given the green light on your purchase of 256 copies of this title. Run to the store now.	(C) Dude, I just want to play the game.	30 PP
Time To Repent	KUPO! Today's theme is on Mognet: Repentance! KUPO! Confess to that not-so itty-bitty thing that you're secretly sorry about, and may the bolt of judgment strike you, KUPO!	I can say I'm sorry for...	30 PP Player Icon
Bullying Is Not Cool	It's cruel to make a weak opponent suffer! At least have the decency to end it quick, KUPO! (Your Name), you are hereby sentenced to clear "An Untold Tale" with a Level 1 character and no equipment, KUPO!	(A) toying with a weak opponent.	30 PP
Perfectly Normal	Understandable with Ultimecia. Let's just say you're not alone, KUPO. Not guilty, for resisting nature is futile, KUPO! But if you ogle at her too long and lose a battle? GUILTY! I sentence you to 1024 staring contests with Chaos, KUPO!	(B) snickering at Ultimecia's clothing.	30 PP
Shopper Mog	It's okay if you've never played anything FF before. The future is in your hands, KUPO! In other words, start playing them NOW, KUPO! You're on parole! Go to your local store and buy them all, dear customer, KUPO!	(C) being ignorant about FINAL FANTASY.	30 PP
Win! Win! Win!	This Mognet program is brought to you by the Shinra Company! And today is Celebrate Your Sponsors Day, KUPO! Answer the quiz and you might win a trip to Wutai, KUPO! Woot! Fill in the blanks: S_____ C_____	Fill in the blanks.	30 PP Player Icon
Trivia	Win a trip to Wutai, KUPO! Woot! You answered: Shinra Cha-ching, KUPO! Rufus Shinra might have thought that when he found mako inside the Northern Cave, but he wouldn't have said it out loud. WRONG, KUPO!	(A) Shinra Cha-ching	30 PP
Fan Quiz	Win a trip to Wutai, KUPO! Woot! You answered: Sucker Company, KUPO! Shinra might have thought that about Cloud and friends as they pursued Sephiroth, but WRONG, KUPO! Better luck next time, KUPO!	(B) Sucker Company	30 PP
You're Trying Too Hard	Win a trip to Wutai, KUPO! Woot! You answered: Stinky Cauliflower, KUPO! True, Heidegger did stink as a director...but I think you've veered TOO far off from our sponsor, KUPO! Was this on purpose, KUPO?	(C) Stinky Cauliflower	30 PP

BRANCHING LETTERS

These are the most complex mail exchanges. They require multiple responses and, depending on how you answer, you can receive a variety of rewards—the best of these are Moogle Friend Cards that you can battle for rare drops.

For each of these branching letters, you begin with the top-most letter (#1), make a choice (A, B, or C), and follow the results in the Choices column to the next letter, until you reach one of the ending letters. Along the way, you earn rewards from each new letter, and one final larger reward at the end of the mail exchange!

SABLE

SABLE LETTERS

LETTER #	LETTER TITLE	CONTENTS	REWARDS	CHOICES
1	This Is Big, Kupo	Hey, (Your Name)! Listen, kupo! A helper girl from the item shop in the royal city of Rabanastre has gone missing, kupo! I'm so worried, kupo! I just don't know what to do, kupo...	30 PP Player Icon	2, 3, 4
2	We're Moving, Kupo	I heard the item shop girl was kidnapped by a band of Bangaas, kupo. They were apparently mouthing off names like "Bal" and "Thier," whatever that spells out, kupo. Oooh, I just hope she's alright, kupo!	30 PP	5, 6, 7
3	I Did It	Kuppoppo... Brilliant assessment, kupo. Yes, it is I, the blue comet of Ivalice, who kidna-- No, no, no, I'm not, kupo! We have witnesses, kupo! It was a bunch of Bangaas, I'm telling you, kupo!	30 PP	2, 8, 6
4	Don't Give Up On Me, Kupo!	Kupo... If I can't get even a proper reply, then there's nothing I can do, kupo... Yes, I know we can leave it to the clan to take care of this, kupo. But a moogle worries, too, kupo!	30 PP	6, 7, 8
5	You're Nice, Kupo	It comforts me to hear you say that, kupo. The girl's childhood friend must have just heard the news, because I saw him running in a panic, kupo. I hope she's okay, kupo. I go to the item shop just to watch her work, kupo!	30 PP	9, 10, 8
6	I Don't Wanna Talk To A Wall, Kupo	(Your Name)... You're colder than Blizzaja, kupo! I know I'm powerless, kupo. I can make all the noise in the world and nobody would care, but the least you can do is listen, kupo!	30 PP	11, 7, 9
7	Munchies, Kupo	(Your Name), are you hungry, by any chance, kupo? I can't send food by mail, but if you come to Ivalice, I'll treat you to a Behemoth Steak, kupo! ...Uh, what were we talking about, kupo!	30 PP	17, 12, 9
8	I Confess, Kupo	Oh...I'm...I'm sorry, kupo... I just couldn't control myself, kupo. I'm the perp-- No, I'm not, kupo! Urgh! I don't even remember what we were taking about, kupo!	30 PP	17, 13, 9
9	Watching You, Kupo	You understand, right? Right, kupo? The item shop girl at Rabanastre is a hard worker with a sunny disposition, kupo. That brat friend of hers should learn from her, kupo. I hope she comes back safely, kupo...	30 PP	15, 15, 15
10	Vieras Are Hot, Kupo	So, (Your Name)... you have a thing for Vieras, do ya, kupo? They kinda scare me cuz my eyes could never look into theirs, but they sure are a sight to see, kupopo! Um...where were we, kupo?	30 PP	15, 15, 16
11	Forgetful, Kupo?	You don't remember what I wrote, kupo? We moogles have a saying about humes: "'For 3 years indebted, in 3 days forget it." It's typical of a member of a race that forgets what he ate just yesterday, kupo.	30 PP	7, 14, 16
12	One Behemoth Two	One Behemoth Steak, done medium rare, coming right up, kupo! Wait... I just wanted to write letters to you, kupo. Why do I always have to get so carried away, kupo?	30 PP	17, 17, 17
13	Pompom of Destiny	Moogles can lose their pompoms from too much stress, kupo!? I didn't know that, kupo... Thanks for the info, kupo! I'm at that age where I have to start taking better care of my pompom, kupo... Uh, what was I saying, kupo?	30 PP	17, 17, 17
14	Fluffy Friends, Kupo!	Whaaa!? (Your Name), YOU'RE a moogle, too, kupo? How could I have missed that, kupo? But then again, you are using Mognet, kupo. We moogles have to stick together, kupo!	30 PP	16, 15, 17
15	I'm Relieved, Kupo	New intel, kupo! The kidnappers designated a sky pirate for the rescue, kupo. What a relief, kupo! I was able to keep my cool thanks to your great responses, kupo. I hope we can have a more leisurely chat in the future, kupo!	300 PP Accessory "Superslick"	None

SABLE LETTERS (CONT.)

LETTER #	LETTER TITLE	CONTENTS	REWARDS	CHOICES
16	I Forgot, Kupo	I think we were talking about a kidnapping at first, kupo...but who's keeping track? It was fun exchanging letters with you, (Your Name). I'll look forward to your response when I write again, kupo!	300 PP Accessory "Superslick"	None
17	I Don't remember, Kupo	I've forgotten why I began writing to you, (Your Name)...kupo. But I enjoyed the banter, kupo! I think I was worried about something, but at this point, who cares, kupo?	300 PP Accessory "Superslick"	None

MOGSLAM

MOGSLAM LETTERS

LETTER #	LETTER TITLE	CONTENTS	REWARDS	CHOICES
1	Trials of a Storyteller	One moogle am I that hath seen many battles and passeth down tales of bravery...kupo. A test I give unto thee of thy wisdom and courage by searching thy mind for battles in thy past and battles yet to pass...kupo.	30 PP Player Icon	2, 3, 4
2	Memories of Courage	Then here it is...kupo. In a kingdom arisen from the sea, a giant bird takes human form to do evil deeds. How doth one fight Garuda, the mighty foe armed with lightning that scorcheth all...kupo?	30 PP	5, 6, 7
3	Don't Be So Reticent	A most unexpected response...kupo. Thy wish is to not correspond with me in letters...kupo? What is it about me that vexes thee so...kupo?	30 PP	2, 8, 10
4	Ylghufmatkat	Ed fyc eh y gehktus med po dfu suuhc... Uh untanc po draen gehk, uha ghekrd dnyjamat fedr rec tnykuuh vneaht du y jemmyka, frah drao rybbahat ibuh y Mist Dragon. Ruf tet dra dfucusa cmyo ed...gibu?	30 PP	9, 11, 12
5	Correct...Kupo.	Indeed, Garuda's lightning scorcheth thine party whole...kupo. So it is wisest to change jobs as a dragoon and jump...kupo. Thy wisdom and courage is worthy of praise. I wish to dialogue with thee more...kupo.	30 PP	13, 7, 14
6	Disappointing...Kupo.	A useful ability Libra is...kupo. But Garuda's lightning may strike thee before thou hath the chance to use it, so a wise move it is not... kupo. But thy stance is to be admired...kupo. Do you surrender...kupo?	30 PP	4, 7, 12
7	A Variation...Kupo.	Confident in thine abilities, I see...kupo. Here then is another test of memory...kupo. WEAPONS appear unto the planet after Meteor is summoned... Which of the following is clearly the wrong way to fight them...kupo?	30 PP	16, 15, 16
8	Taking Off The Mask!	Thou care not for the way I speak...kupo? M 'kay! Then I'm gonna talk really cute from now on! Hee hee! So I wanna quiz you on battles 'n stuff. What do you wanna do now?	30 PP	17, 17, 17
9	Pnemmeyhd!	Y Mist Dragon sicd ryja dygah brocelym vuns vun brocelym yddylgc du ryja yho avvald...gibu. Dro fectus yht luinyka... yht dro bnufacc eh dra myhkiykac... jano esbnacceja ehtaat...gibu.	30 PP	18, 19, 19
10	I Have Been Denied... Kupo	If thine hatred for me is such...kupo, then I must speak no more...kupo. I assume thou art the intelligent warrior that avoids unnecessary battles...kupo. Fare thee well till we meet again...kupo.	30 PP Friend Card "Farplane Mog"	None
11	Cu Imuca!	Ehlunnald...gibu. Pudr tyng ghekrd yht tnykuuh yna cgemmat eh brocelym yddylgc...gibu. Pid yho brocelym tysyka ec himmeveat yht luihdanat frema dra tnykuh ec eh secd vuns...gibe. Cu cunno... Demm fa saad ykyeh...gibu.	30 PP Friend Card "Karmic Mog"	None
12	That Is All Right	Most admirable...kupo. To admit to one's mistakes as such is yet another sign of wisdom...kupo. May experience find thee in battle till fate meets us again...kupo.	30 PP Friend Card "Shopping Mog"	None
13	That Was Enjoyable... Kupo	I am most glad for this pleasant exchange... kupo. Thou art one not only with wisdom and courage, but tolerance to converse with a moogle as unfamiliar as I...kupo. Do utilise thy strengths in battles yet to come...kupo.	30 PP Friend Card "Outing Mog"	None
14	I Feel Desolation...Kupo	Thy wish is to end our dialogue...kupo? That is somewhat heartbreaking...kupo. But if such is the fate of a storyteller, then I must accept...kupo. May we meet again...kupo.	30 PP Friend Card "Famed Moogle"	None

MOGSLAM LETTERS (CONT.)

LETTER #	LETTER TITLE	CONTENTS	REWARDS	CHOICES
15	A Commendable Warrior...Kupo	Excellent! Correct! ...kupo. To not flinch in the face of a sudden test of skill is a mark of a true hero...kupo. One hopes thy wisdom, courage, and memory serve thee well in battles to come...kupo.	300 PP Accessory "Mog's Amulet"	None
16	Saddened...Kupo	Hm... It means naught to be confident in combat but with a weak memory...kupo. But do not let this discourage thee from gaining ever more experience...kupo. Fight on till we meet again...kupo.	30 PP Friend Card "Wise Old Mog"	None
17	What? No Good!?	What? But you didn't like how I sounded pretentious, so I'm showing my true colors! It sure is hard being someone you're not. Next time, you're gonna hear from the real me with my real name! I promise!	30 PP Friend Card "No. 1 Moogle"	None
18	Tayn Cdnuhk Uha	Fedr dra ghufmatka yht luinyka eh dro buccacceuh, drui crymd cmyo yho vua dryd cdyhtadr eh dro fyo...gibu. Cusauha femm pa fydlrehk eh cemahla ujan draa yht dro ranuelc...gibu.	300 PP Accessory "Mog's Amulet"	None
19	Luck Is An Ability	Hmph. Thine answers were only random...kupo? To have but scant knowledge of the Al Bhed tongue, and yet possess the luck to come this far...luck is on thy side in battle, too, kupo. May we converse in Al Bhed one day...kupo.	30 PP Friend Card "Evening Mog"	None

MOROU

MOROU LETTERS

Letter #	LETTER TITLE	CONTENTS	REWARDS	CHOICES
1	Chill Out with Mognet!	Enjoying Mognet, kupo? My specialty is horror stories, kupo! I am going to make you shake in your boots, kupo! You'd better believe it, kupo! Stay tuned, kupo!	30 PP Player Icon	2, 3, 4
2	The Noise Teller	You're not the first to tell me that I'm too noisy to be a horror story teller, kupo...but I'm serious, kupo! There are so many scary stories to be told, kupo! And that's my calling! Kupo!	30 PP	3, 5, 6
3	Lost and Found	This story...is about when an adventurer came back to Mog House from a long trip. She heard a thin voice from her room... "Kupo... Kupo... It's so dry and withered, kupo..."	30 PP	7, 6, 8
4	Switching Topics	"I want to hear a fun story," you say? Boy, (Your Name), that sort of completely undermines my mission, kupo... But let me give it a shot, kupo. Scary or not, a good story is worth telling, kupo!	30 PP	9, 9, 3
5	Mog's Horror	Me? What's so scary about me, kupo? I can't be scarier than a monster disguised as a princess, or a doll that starts moving, or a man in a black cape, or Pulse L'Cie, or a friend that records over your cassette tape, kupo!	30 PP	10, 7, 11
6	A Storyteller's Challenge	If you're going to play that way... What kind of horror story would you like to hear, kupo? Give me an example, kupo! Yeah! How about you tell me one, kupo? I want you to try to scare me, kupo!	30 PP	12, 13, 14
7	Shattered	Kupopopo... I've no hope, kupo? Is there something wrong with my scary stories, kupo? What should I do, kupo? (Your Name), won't you give me an example, kupo? I want to learn from you, kupo.	30 PP	12, 13, 14
8	Gardening Horrors	So sorry, kupo! I didn't mean to let it die on me, kupo! It was just dead by the time I noticed, and... It's not my story, kupo! I shook in my boots when I heard it myself, kupo!	30 PP	16, 17, 6
9	Anecdotal Moogle	Have you heard about the "devs," kupo? They're known as hard-working staff, but they're really undead, kupo! Development is so rough, it literally sucks the life out them, kupopo! Hahaha!	30 PP	16, 16, 6
10	Moogle 1987	That's what you react to, (Your Name)? Kupo! I didn't say you were old! Not only could you overwrite data, but you could also outright delete data from a cassette, kupo! It was scary just to switch it on, kupo!	30 PP	17, 18, 3
11	Mog Shocker	"What's a cassette," kupo? This must be what they call a generation gap, kupo! It was only a few years ago that our worlds were run exclusively on cartridges and cassettes... Wait, whose world are we talking about, kupo?	30 PP	14, 18, 4
12	No Such Thing as a Ghost	You're a ghost, kupo!? ...No, I'm not scared, kupo! I mean, I haven't even met you. I don't even know if you really exist, kupo! I'm totally cool with you being a ghost, kupo!	30 PP	19, 19, 14

MOROU LETTERS (CONT.)

Letter #	LETTER TITLE	CONTENTS	REWARDS	CHOICES
13	Sheer Fear	Kupo!? You want to eat me up, (Your Name)!? My pompom's all shriveled up, kupo. I don't hear a horror story... I'm fearing for my life, kupo!	30 PP	17, 17, 18
14	Slightly Nervous	I don't really exist? No...that can't be, kupo. Here I am, writing a letter to you, (Your Name). I'm right here, kupo!	30 PP	20, 20, 15
15	Frantic Doubts	No way I don't exist! I think up of all my own words, kupo! I think, therefore I am, kupo! ...Wait. Could someone have possibly thought of all my words before I-- Say it ain't so! You're joking, right, kupo!?	30 PP	20, 20, 21
16	I Understand, Kupo.	I learned something from your letter, kupo. I think I lack the skill to entertain and scare at the same time, kupo. I'm going to practice my storytelling skills, so I can really scare you the next time, kupo!	30 PP	None
17	Gung Ho, Kupo!	(Your Name)... That was so scary. you made my fur rise, kupo. Please, (Your Name)! Take me under your wings, kupo! My allegiance is forever with you, kupo!	30 PP	None
18	Thanks for the Talk, Kupo!	I seem to have veered off subject, kupo... Maybe I'm not cut out for this, after all, kupo. But (Your Name), I had fun talking to you, kupo. Next time, I'll tell you a really scary one, kupo!	30 PP	None
19	I'll Practice, Kupo!	You're right. I don't really like hearing scary stories, kupo. So we're even, kupo! Let's both practice telling scary stories till next time, kupo! I'll write you again, kupo!	30 PP	None
20	I Must Train, Kupo!	Kupo... That was scary! Nice, kupo! You're right, (Your Name), I need more training. I'll be a master horror story teller by the next time I write you, so write me back, kupo!	30 PP	None
21	MOGNET_MOROU_ED6	I am...only data...on a game called DDFF, kupo...these words...and even...the pain I feel are...all made by someone else, kupo...like this letter ABNORMAL DATA! MOOGLE DELETED	30 PP	None

MOHNNY'S FIRST STORY

MOHNNY'S FIRST STORY LETTERS

LETTER #	LETTER TITLE	CONTENTS	REWARDS	CHOICES
1	Travels - A Sentimental Journey	Hi! I'm an adventurer moogle! I like to travel through time and space to find towns to walk in! Right now, I'm in a big city riding on a train. Destination: Wall Market. I can't wait to see what the place is like!	30 PP Player Icon	2, 3, 8
2	I'm Here to Eat!	That BBQ plate you told me about was tasty! Although it was uncomfortable having everyone stare at me. I hear they don't get to see very many moogles on this planet unless you use materia. Whatever. I'm off to see the sights!	30 PP	3, 3, 3
3	From the Suggestion Box	Grehehe... I mean, er, kupopo... I'm just stoked, cuz I get to have myself a sweet time at the Honey Bee Inn! Sweeeet! ...Huh? What's that shiny macho man doing-- Wha!? No! Hey, let me go, kupooo!	30 PP	4, 8, 5
4	The Not-So-Great Escape	I'd been dreaming forever about the Honey Bee Inn. And their special was 'For costume boys only,' so I got that, but out came that greasy mass of muscle... You bet I ran out of there! And now, I depart with a broken heart...	30 PP	5, 9, 10
5	Going for the Blond Wig	Look at my abs! My pecs! My biceps! I took your advice and came to the gym! And now, I'm in the best shape of my life. 500 squats ain't bad for a moogle, right? Wish you could see me now, <SIGNAL=2>!	Accessory "SuperslicK"	6, 7, 8
6	Fluffy Secrets	Do moogles really have muscles, you say? Hey, you gotta stay in shape to travel the world, deliver mail, and run shops, you know. I just look fluffy on the outside, Big Bro! The journey continues!	30 PP	9, 7, 10
7	Don't You Want to Be Called Big Bro?	Haha. It's just a term of endearment, Big Bro! So what if I don't even know what you look like? Don't sweat the small stuff, eh? Now that I had my workout, maybe it's time for me to get dressed and head out for another journey...	30 PP	9, 10, 8
8	What the--!?	Into the rough stuff, are ya now? Making a fluffy ol' moogle do his own stunts... Are ya ready? KUPOAAAGH!	30 PP Friend Card "No. 1 Moogle"	11, 11, 11

MOHNNY'S FIRST STORY LETTERS (CONT.)

LETTER #	LETTER TITLE	CONTENTS	REWARDS	CHOICES
9	Out at Sea	Hey! Remember me? I'm the adventurer moogle! I'm now floating out at sea, going wherever the winds and waves take me. I see a big building up ahead, so I'll write you when I get there. Your replies are always a blast, you know!	30 PP Accessory "Mog's Amulet"	None
10	Costume? What Costume?	Huh? Um, no, this isn't REALLY a costume. Oh, come on! I-I-I mean, I'm using Mognet! Only real moogles can use Mognet, right? ...Ahem! I'm off on my journey again, kupo! I'll write you when I get there, kupo!	30 PP Accessory "Mog's Amulet"	None
11	An Acrobatic Journey	I kept listening to your advice, and before I knew it, I was out on the ocean. You sure like your adventures to be full of thrills. Well, at least I won't be bored. I'll write you again. Don't forget to write back!	30 PP Accessory "Mog's Amulet"	None

MOHNNY'S SECOND STORY

MOHNNY'S SECOND STORY LETTERS

LETTER #	LETTER TITLE	CONTENTS	REWARDS	CHOICES
1	Travels - To Be Young Again	The adventurer moogle, on his ongoing journey! I have arrived at a giant school campus called the Garden that apparently trains mercenaries. Do you have any memories of school? It might help me if you share some!	30 PP Player Icon	2, 4, 5
2	Attack of the Disciplinary Committee	Like you told me, I was trying to avoid bumping into the disciplinary committee, but this guy in a gray coat is swinging his Gunblade at his posse, telling them to run after me! I'm a harmless animal, I swear!	30 PP	3, 3, 9
3	Like I Lost Ya, Ya Know!	Lost 'em! Some dude on a T-board caught the posse's attention, and now they're after him instead. Can't catch me, suckas! And it's all thanks to your advice. I feel great! I'm gonna look around the Garden some more!	30 PP	7, 4, 7
4	Hot Teach Allurt	Whoa. Just peeked into one of the classrooms and saw a hot-looking teacher teaching class! She looks so smart! Must be the glasses! Oh, I can just stare at her for... Hm? A whirring sound from down the hall...	Accessory "SuperslicK"	6, 9, 12
5	Some Things Are Better Forgotten	Um... I'm... I'm sorry... I didn't mean to trigger any bad memories. Oh, curse the thick mucus running down from my beady eyes...so thick I can't even see the T-board headed straight toward meee!?	30 PP	12, 6, 9
6	Looking for an Accident	That was close! If it weren't for your warning, my head would have been hacked off for sure! What was that dude thinking, wearing a chocobo mask while riding a T-board through the halls? I'm going after him to complain!	30 PP	7, 7, 7
7	Cafe-terror-ia	The adventurer moogle arrives at the cafeteria! I hear the chocobo-head idiot on the T-board hangs out here... Hm, they're out of hot dogs... Kupo!? No, no, no! Put that cleaver down! I am not FOOD, kupooo!	30 PP	8, 9, 11
8	White, Soft, and Chewy	Whew... Made it out of the cafeteria alive. They almost made moogle steak out of me! How could anybody mistake me for food? Do they have "Devour" as an ability? Do I resemble some other edible mammal?	30 PP	10, 11, 11
9	Life Is Like a Dream	I wanted you to see me at my best, so I dived in just like you said... but it looks like my journey is over. All things must come to an end, kupo. It was fun getting to know you...	30 PP	13, 13, 13
10	I Have Hope	I knew you'd agree with me! I'm not food! I know we're just pen pals for now, but I've a feeling we can be good friends! And I hope I can meet you one day. It might be when I dive into your dinner!	30 PP Accessory "Mog's Amulet"	None
11	The Upright Truth	Moogles are NOT food! Why is this a topic of discussion? And this luxurious furry coat is for viewing only! No touching! Ha! I've had about enough of this school! I mean it! Are you with me on that?	30 PP Accessory "Mog's Amulet"	None
12	The White Beast in the Sky	I was looking the other way when I got hit by a T-board! And now I fly through the sky... I don't know where or IF I can land safely, but when I do, I'll write you back. Because this would be too pathetic an end!	30 PP Accessory "Mog's Amulet"	None
13	Mognet Cares	Wow... You really are a nice person. Your thoughtfulness has given me the strength to continue with my journey. I'll write you again, seeking your advice from my next destination. Bye!	30 PP Accessory "Mog's Amulet"	None

MOG SAGA FELLOWSHIP

MOG SAGA FELLOWSHIP LETTERS

The Mog Saga Fellowship mails (spam!) have multiple choices, but none affect the rewards.

LETTER #	LETTER TITLE	CONTENTS	REWARDS	CHOICES
1	Trailer	One man--wanders the Dimensional Rift--and endures one hardship after another--all in search of his long-lost brother-in-arms. Here begins the saga of "Molgamesh"... This summer's No. 1 mog-jerker is coming soon, kupo!	Player Icon Player Icon	None
2	Synopsis	The wayfaring swordsman, Molgamesh, travels the Rift in search of his long-lost friend. In a world ruled by the gods Moaos and Mosmos, only one man knows his whereabouts: Modane. But he is caught in his enemy Moja's trap, kupo.	Player Icon Player Icon	None
3	Highlights	Mofka stands in the way with magic! Mogbez provides guidance--is he friend or foe? His heart is warmed by Moquall's support. Will Molgamesh ever see his friend? An emotional climax awaits, kupo!	Player Icon Player Icon	None
4	From the Mognet Head Office	Dear (Your Name), Thank you for using Mognet. We have taken steps to ensure that spam from "Mog Saga Fellowship" will no longer be delivered. Your security is in good hands with Mognet.	Player Icon Player Icon	None

MOLENA

MOLENA'S LETTERS

Molena's letters are more linear than the other branching mail exchanges; you only have two decision points, and all of them lead to the same ending message. The only difference is the rewards that you receive along the way!

LETTER #	LETTER TITLE	CONTENTS	REWARDS	CHOICES
1	My Very First Letter	I'm a tiny moogle. I just learned about Mognet! And this is my first letter. Can I talk to you, (Your Name)?	30 PP Friend Card "Evening Mog"	2, 2, 2
2	A Day to Listen	Wow, (Your Name)... You're not a moogle, but you're on Mognet? I don't know how that works, but okay. So let's get started. What kind of story are you going to tell me?	30 PP Accessory "Superslick"	3, 4, 5
3	A Day of Congrats!	Yay! You cleared the story! It must have taken a lot of time to play so much! Was it good enough to tell me about it? It makes me happy to see you having fun, (Your Name)!	30 PP	6, 7, 8
4	A Sleepy Day	Not a morning person, (Your Name)? I have trouble waking up, too. Everyone around me tells me to get up, and I say "okay," but I always end up sleeping again.	30 PP Accessory "Superslick"	3
5	A Day of Coming Home	So it's been a while since you last played, huh, (Your Name)? In that case, welcome back! I'm glad you remembered us and decided to return.	30 PP	3
6	A Day Without Gil	I know how it feels to want to splurge. Just the other day, I had so much PP, but I spent it all on a set of icons. And I don't even have friends online! But I just had to have it, you know?	30 PP Accessory "Superslick"	9
7	A Day for Fluffing	A furry animal...like a Chocobo? Or a Behemoth? Or a Carbuncle? We moogles actually prefer to be known as being close to humans. But I do like being fluffed, too!	30 PP	9
8	A Day for Looking	I know! Sometimes, it seems like the worse you want it, the harder it is to get, like it's running away from you because you want it so bad. But don't let it get you down! Because it makes me happy to see you happy.	30 PP Accessory "Superslick"	9
9	A Thank-You Letter	(Your Name), your letters were sometimes a little strange, but I had a lot of fun finding out about you! Hope we can talk again soon!	Accessory "Mog's Amulet" Friend Card "Wise Old Mog"	None

OFFICIAL STRATEGY GUIDE

By Phillip Marcus and Elizabeth Ellis

© 2008, 2011 SQUARE ENIX CO., LTD. All Rights Reserved.
CHARACTER DESIGN: TETSUYA NOMURA

DISSIDIA and [DUODECIM] are registered trademarks or trademarks of Square Enix Co., Ltd.

FINAL FANTASY, SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Holdings Co., Ltd.

DK/BradyGames, a division of Penguin Group (USA) Inc.
800 East 96th Street, 3rd Floor
Indianapolis, IN 46240

The ratings icon is a registered trademark of the Entertainment Software Association.
All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the ratings icons, please contact the ESA at esrblicenseinfo@theesa.com.

ISBN: 978-0-7440-1299-6

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing.
For example, 11-1 shows that the first printing of the book occurred in 2011.

14 13 12 11 4 3 2 1

Printed in the USA.

BRADYGAMES WOULD LIKE TO THANK

Jeremy H. Chien

D. Michael Triplett

David E. Villatoro

Bryan D. Chen

Tobias Stahl

Without the input of these individuals, this guide would not have been possible.

BRADYGAMES STAFF

PUBLISHER
Mike Degler

TRADE AND DIGITAL PUBLISHER
Brian Saliba

EDITOR-IN-CHIEF
H. Leigh Davis

OPERATIONS MANAGER
Stacey Beheler

CREDITS

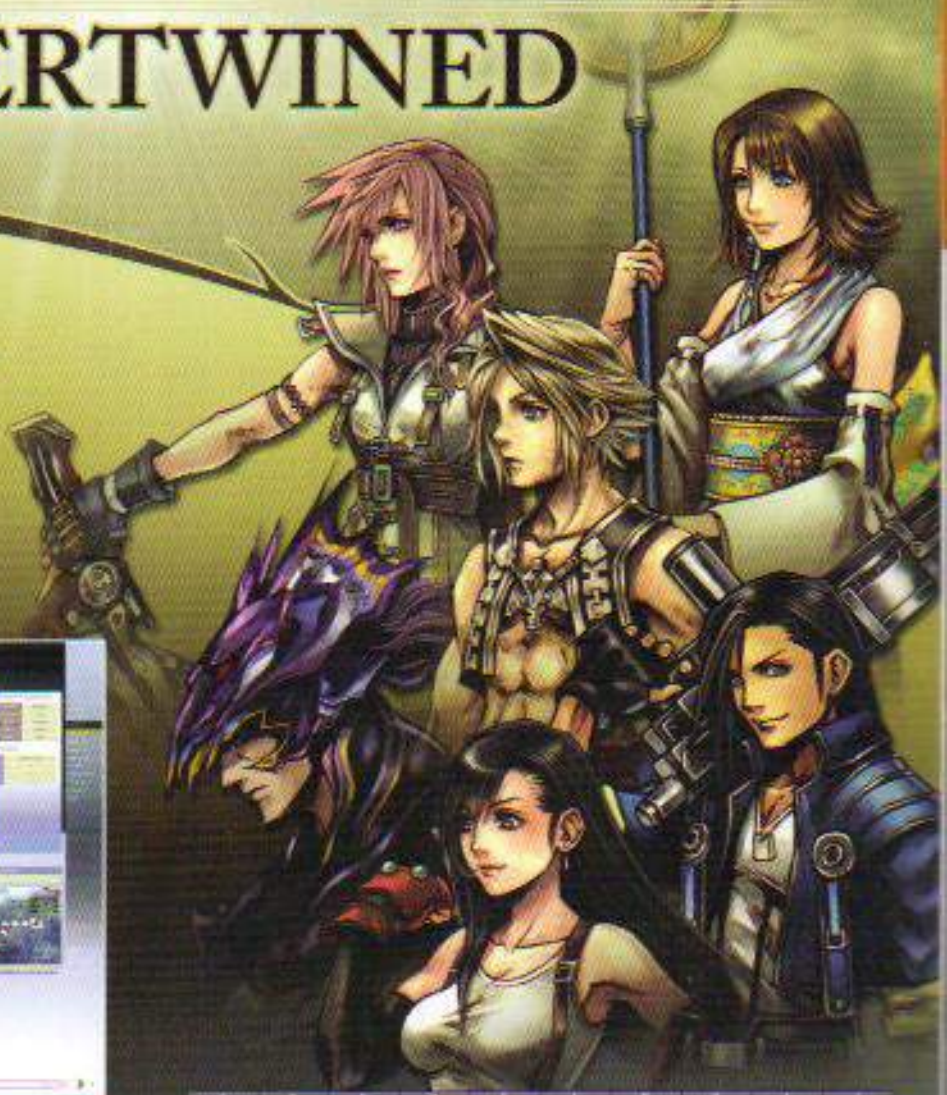
SENIOR DEVELOPMENT EDITOR
Chris Hausermann

PRODUCTION DESIGNER
Tracy Wehmeyer

SENIOR BOOK DESIGNERS
Keith Lowe
Brent Gann

EDITORIAL ASSISTANT
J. Heidi Newman

THE STORY OF FATES INTERTWINED



Cosmos, the goddess of harmony, and Chaos, the god of discord, are locked in an eternal struggle. The heroes and villains of the Final Fantasy universe have been swept up into this conflict. Will the light outshine the shadow, or will darkness prevail?

FULL STORY MODE COVERAGE

Follow the path of the heroes and use this guide to navigate your way through their challenges.

COMPLETE BATTLE BOARDS

Learn the best ways to conquer each board and gain the most spoils.

ITEMS AND EQUIPMENT

Equip your characters with the best armaments and accessories to destroy the forces of Chaos.

SECRETS

Discover the best ways to power level your heroes, advance their abilities, and earn items.

SQUARE ENIX

www.bradygames.com www.square-enix.com

$19.99 USA/$22.99 CAN/ £12.99 Net UK

BASED ON A GAME RATED BY THE ESRB

ISBN-13: 9780744012996
ISBN-10: 0744012996

© 2008, 2011 SQUARE ENIX CO., LTD. All Rights Reserved.
CHARACTER DESIGN: TETSUYA NOMURA
DISSIDIA and [DUODECIM] are registered trademarks or trademarks of Square Enix Co., Ltd. FINAL FANTASY, SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Holdings Co., Ltd.